

# ULTRA

## GAME PLAYERS

No. 94

FEBRUARY '97

www.ultrapg.com

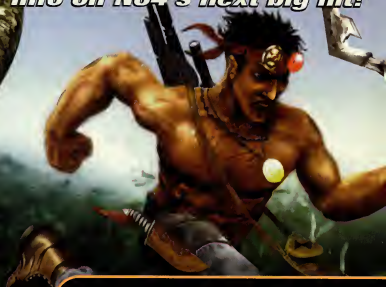
100% ビデオ ゲームズ

**WIN  
NBA HANGTIME  
ARCADE!**

# TUROK:

## N64 GETS MEAN!

*EXCLUSIVE new screens and  
info on N64's next big hit!*



# TEKKEN 3

*First Look!*

# FIGHTERS MEGAMIX

**FIRST hands-on report  
of Saturn's best fighting  
game EVER! page 36**



imagine  
a new way of publishing

\$4.99 U.S. \$5.99 CAN.

02 >



**JUPITER, 2070.** | NOT A PLACE FOR THE FAINT-OF-HEART. NOR THE WEAK-OF-MIND.  
MECHANIZED ARMIES RUN AMOK, AND YOU MUST DEVELOP THE STRATEGIES AND ALLIANCES TO QUELL THE CHAOS.  
GO FROM BLUEPRINT TO BATTLEFIELD AS YOU DESIGN, BUILD, PROGRAM AND LAUNCH YOUR MECHANIZED  
WARRIORS INTO CONFLICT IN THE FIRST IN-DEPTH STRATEGY GAME FOR YOUR PLAYSTATION GAME CONSOLE.

# BUILD IT PROGRAM IT UNLEASH IT

**ENGINE**  
-TITAN Z5  
-OUTPUT 22260 KG  
-ENGINE DISPLACEMENT 64.2 LITER  
-WEIGHT 390 KG

NAME: OVERKILL ENGINE  
MATERIAL: SUPER ALLOY  
ESTIMATED DURABILITY:  
5-10 YEARS  
PURPOSE: DEMOLITION  
& ANNIHILATION

**ARMOR**  
-70MM ARMOR  
-DEFENSE FACTOR 26  
-WEIGHT 16800 KG

**MAIN WEAPON**  
-PROVOKER LASER  
-WEIGHT 300 KG  
-RM OSCILLATOR B  
-SHOTS 200  
-FIREPOWER 65 (1 SHOT)  
-WEIGHT 400 KG

**IO KE BODY**  
-PROVOKER II  
-DURABILITY 530  
-WEIGHT 2360 KG

**OPTIONAL EQUIPMENT**  
-OHM P5 MISSILE INTERFERENCE DEVICE  
-WEIGHT 340KG

**CPU**  
-GHC-077RI  
-Speed High  
-Capacity 225 KC  
-Weight 8 KG

DESIGN YOUR OWN CUSTOMIZED  
MECHANIZED WARRIOR FROM  
FOUR BODY-TYPES AND NINE  
WEAPONRY SYSTEMS WITH  
NO LIMIT OF COMBINATIONS

# Carnage Heart

PlayStation 1

SONY COMPUTER ENTERTAINMENT LOGO IS A TRADEMARK OF SONY CORPORATION. PLAYSTATION AND THE PLAYSTATION LOGO ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT INC. UPDATE IS A TRADEMARK OF JORDY INTERACTIVE ENTERTAINMENT INC. ©1996 JORDY INC.



The art manual can be brought about  
the above performance.



Friends

don't let  
friends



play  
unprotected.



It's risky out there.

Too often people  
**lose their lives**  
or damage their  
**health** for no reason.

Smart gamers make sure  
they use the GameShark.

Responsibly select from  
pre-programmed or easily  
updated codes for  
infinite health,  
endless ammo, extra speed  
and more. It's your choice.

With space for thousands  
of codes, GameSharks  
provide extra **endurance**  
that keeps you going.

Rule the hottest games  
and revive old ones.

**Play hard-  
you're covered.**

 **GAME SHARK™**  
[www.gameshark.com](http://www.gameshark.com)

**INTERACT**  
GAME PRODUCTS

InterAct Accessories, Inc.  
A Recotex® COMPANY  
[www.interact-acc.com](http://www.interact-acc.com)

InterAct Accessories, Inc. is a proud supporter of both the  
American Foundation for AIDS Research (AmFAR) and M.A.D.D.

**GameShark HOTLINE**

FOR THE LATEST CODES:

**1-900-773-SHARK**

Call costs \$1.29 per minute.  
Must be at least 18 years of age  
or have parent's permission to call.



**PlayStation GameShark  
AVAILABLE NOW**



**Sega Saturn GameShark  
AVAILABLE NOW**

**Nintendo 64 GameShark  
COMING SOON**

# ULTRA

## GAME PLAYERS

No. 94

FEBRUARY '97

[www.ultrapg.com](http://www.ultrapg.com)

100% ヒット ゲームズ

imagine

### COVER STORY

We got our hands on the latest offering for the Nintendo 64 and now all we wanna do is hang out and blow reptiles into oblivion. *Turok: Dinosaur Hunter* is definitely a "blast from the past!" Find out all about this hot new game on page 25!



025

### TUROK: DINOSAUR HUNTER

### WIN

NBA Hang Time arcade machine!

094

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *NBA Hang Time* arcade machine! You can also try your hand at snagging one of our other way cool prizes!



### TOPICS

### PREVIEWS

### REVIEWS

### SPORTSLINE

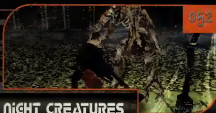
### ALL ACCESS

### NETWORK



034

DOOM 64



032

NIGHT CREATURES



044

WAR GODS

# CONTENTS

## special reports

*in-depth looks at today's headlines!*

PAGE

014

- Arcade focus . . . 016
- options . . . . . 019
- wiretap . . . . . 021
- newsfeed . . . . . 020

## first looks

*sneak peeks at all the newest games*

PAGE

033

## game reviews

*which games are hot . . . and some cold surprises*

PAGE

063

## sports reviews/previews

*some games have playoff potential, while others . . .*

PAGE

086

## codes/strategies

*tips by cheaters who know how to prosper!*

PAGE

098

## letters

*the pen is mightier than the sword! yeah . . . right.*

PAGE

106

## MARIO KART 64

*Mario Kart 64 burns rubber on the Nintendo 64!*



## SOUL BLADE

*Can Soul Blade cut its way to the top of the fighter heap?*



CRIME WAVE



RELOADED



AREA 51



For game hints call 1-900-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a trademark of Sony Corp. PlayStation and the PlayStation



*Not to be impolite, but your opinion means squat.  
See, this is Rally Cross.™ You're driving off-road now.  
Racing up to 3 competitors on our quad split screen.  
In one of 20 vehicles equipped with 4-wheel independent suspension. On up to 6 torturous backward-  
and forward-running tracks. Where jungle mud  
doesn't just look like jungle mud, it acts like it.  
Where Arctic ice is slicker than a non-stick frying  
pan. And where half-pipe embankments are steep  
enough to roll you on your back like some pathetic,  
helpless dung beetle. So you can forget about turn  
signals, seat belts and proper lane changes. Because  
when the guy in front of you spins 180 degrees,  
looking to do a tap dance on your radiator, common  
courtesy takes a back seat to a  
little something called survival.*





### EDITOR CHRIS SLATE

I tell you, these days I couldn't be a happier guy. The Star Wars Special Edition movies are coming out, the NBA season is really starting to heat up, and our mag is kickin' some serious ass.

Ever since the change to *ULTRA Game Players* last October, we've been hard at work polishing the design, while desperately trying to keep up with a very demanding holiday schedule. It hasn't been easy, and we've made a mistake or two (or three, or four...), but the long hours and sleepless nights are finally beginning to pay off. We're getting bigger and better coverage of the games that everyone wants to hear about, and we're constantly beating the other guys to the

punch. Also, our Disc Edition has really taken off, as the quality of the movies and demos just gets better and better with each issue. Your response to our changes has been very positive, and has inspired us to work even harder to ensure that 1997 is the year that *ULTRA Game Players* asserts its dominance.

Speaking of changes, this month we're introducing a brand-new news section, re-named Topics. With the Internet growing in popularity, most gamers can get daily game news from sites like our own *ULTRA GP Online*, so we felt that we needed a new focus for the magazine. In Topics, we take the latest headlines and put them under the microscope, and go behind the scenes to tell you what recent developments really mean for us gamers. Let us know what you think! >>> C.S.

## THE TEAM



### chris slate

chris.slate@qm.imagine-inc.com

If Editor Chris Slate was Turok's buddy, he'd be Turok's caddy, carrying all the heavy stuff, because he figures it would be his best chance to meet Yoshi.



### patrick baggatta

patrick.baggatta@qm.imagine-inc.com

Features Editor Patrick Baggatta would help Turok stamp out all the carnivorous dinosaurs and would then start up a 'Pet The Apatosaur' theme park.



### roger burchill

roger.burchill@qm.imagine-inc.com

If Reviews Editor Roger Burchill hooked up with Turok, history would be irrevocably changed! After all, dinosaurs didn't eat a whole lot of fast food!



### mike salmon

mike.salmon@qm.imagine-inc.com

With his love of the nightlife, Preview Editor Mike Salmon would know all of the best caves to hang out in, guaranteeing a whole bunch of rough mornings for Turok.



### bill donohue

bill.donohue@qm.imagine-inc.com

Managing Editor Bill Donohue couldn't hang out with Turok. After all, he is Turok! Notice the sloping forehead, the long stringy hair, and the big club by his desk.

Editor  
• **chris slate**

Art Director  
• **debbie wells**

Managing Editor  
• **bill donohue**

Associate Editors  
• **mike salmon,**  
• **patrick baggatta,**  
• **roger burchill**

Associate Art Director  
• **anna cobb**

Graphic Artist  
• **eric castellanos**

Web Designer  
• **stephen frost**

Web Editor  
• **jason montes**

Director of CD-ROM Development  
• **tom hale**

Disc Editor  
• **rick sanchez**

Associate Disc Editor  
• **jason michaels**

New Media Business Development Manager  
• **marty hoplin**

IMAGINE PUBLISHING, INC.  
EDITORIAL, ART, PRODUCTION, ADVERTISING,  
CUSTOMER SERVICE & MARKETING  
150 NORTH HILL DRIVE;  
BIRMGHAM, CA 94005  
PHONE: (415) 468-4684  
FAX: (415) 468-4686  
CUSTOMER SERVICE  
PHONE: (415) 468-4689  
FAX: (415) 656-2486  
E-MAIL: SUBSCRIBE@IMAGINE-INC.COM  
(TYPE "GAME PLAYERS" IN SUBJECT LINE)

FOR ADVERTISING ENQUIRIES, CALL  
SLURP! WHITECOMB, JR. MGR.  
E-MAIL: WHITECOMB@IMAGINE-INC.COM  
PHONE: (415) 468-4684 x.155  
FAX: (415) 468-4686

ADVERTISING COORDINATOR  
• **WILSON HANSEN**  
CIRCULATION COORDINATOR  
• **gail egbert**

PUBLISHER  
• **jonathan simpson-saint**

PRODUCTION DIRECTOR  
• **richard lesavoy**

NEWSSTAND DIRECTOR  
• **aruce eldridge**

NEWSSTAND MANAGER  
• **thea selby**

NEWSSTAND ASSISTANT  
• **terry lawson**

CIRCULATION MANAGER  
• **kate galley**

FULFILLMENT COORDINATOR  
• **jane jarvis**

VICE PRESIDENT CIRCULATION  
• **holly klingel**

INTERNATIONAL LICENSING:  
ROBERT J. ABRAMSON & ASSOCIATES, INC.  
720 POST ROAD SEASIDE, NY, 10583

IMAGINE PUBLISHING, INC. -  
CORPORATE PRESIDENT  
• **chris anderson**

VP/OPERATIONS & CFO  
• **tom valentino**

*ULTRA Game Players* utilizes a Presario 8712 for its PC coverage, courtesy of compaq computers corp.

## CONTRIBUTORS

christian svansson • IMAGINE PUBLISHING, INC. - ASST. EDITOR, NEXT-GEN ONLINE  
stephen frost • IMAGINE PUBLISHING, INC. - WEBMASTER, UGP ONLINE  
mike wolf • IMAGINE PUBLISHING, INC. - ASSISTANT DISC EDITOR, PC GAMER  
jason montes • IMAGINE PUBLISHING, INC. - WEB EDITOR, UGP ONLINE  
jason oates • IMAGINE PUBLISHING, INC. - ASSOCIATE EDITOR, PC GAMER  
jeff undrigan • IMAGINE PUBLISHING, INC. - REVIEWS EDITOR, NEXT GENERATION  
frank o'connor • IMAGINE PUBLISHING, INC. - EDITOR, UGP ONLINE  
cat outler • FREELANCE PHOTOGRAPHER

# THE DISC



**N**o matter how good a videogame magazine may be, there are some things that you just can't get from print. We can

show you pictures of the games, and tell you about the games, but it's impossible for us to actually put the controller in your hands and let you play the game for yourself, or even see the game in motion. Enter the **ULTRA Game Players Disc**.

On the disc, which works

on both Macs and PCs, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and MAC titles. We've also thrown in some on-line software to bring you up to speed. Read the print magazine, then view the disc to get the full **ULTRA Game Players** impact.



## VIDEOGAME MOVIES

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

Amok

Area 51

Blood Omen:

Legacy of Kain

Cool Boarders

Crus'n USA

Dark Forces

Dark Savior

Daytona USA CCE

Dragon Force

Hulk

Jet Moto

Killer Instinct Gold

Kowloons Gate

Megaman 8

NHL FaceOff

Persona

Puzzle Fighter

Rebel Assault II

Reloaded

Shadows of the

Empire

Sonic 3D

Soul Blade

Tecmo's Deception

Ten Pin Alley

Toshinden URA

Turok

Twisted Metal 2;

Jet Moto Track

Virtual On

Virtua Fighter 3



## PLAYABLE DEMOS

### PC

**Destruction Derby II:** What could be more fun than strapping yourself into a high-powered car and crashing into a whole bunch of other cars? This is big fun!

**Mechwar 2: Mercenaries:** Climb into your Battlemech and make life a living hell for the enemy in this fantastic sequel to Mechwar!

**Tomb Raider:** Join everyone's favorite videogame girl on her quest for the four pieces of The Scion! This is intriguing action at its best!



**TOMB RAIDER** — A beautiful girl and twin Uzis! Pure bliss!!!

### Mac

**Missions of the Rollant:** Your mission is to save the Universe from invading alien hordes. Are you up to the challenge of this arcade-style game?

**Virtual Pool:** Rack 'em up and break 'em! For totally realistic billiards action, this is the game you must have. Remember, gambling is illegal...

**Zone Raider:** Race your hovertruck through the atomic wastelands to successfully finish your mission. Watch out for the cyber-mutants, though!



**VIRTUAL POOL** — Eight ball in the corner pocket? Easy shot!!!

# Spare your capill Play the game.

**EIDOS**  
INTERACTIVE





# aries.



Shelve the puny human routine. It's pulverize or be pulverized when you become this mean green fighting machine. Go fist to fist with the entire Pantheon gang from Ajax, Ulysses, Hector and Adalanta to your own Future Imperfect self, The Maestro. It's all part of mastering the puzzle. Not to mention, the finer points of smashing, crushing and pummeling anyone that gets in your way. So go ahead, burst a few blood vessels. Just not your own.

## THE INCREDIBLE HULK THE PANTHEON SAGA



FIGOS HINT LINE 1-900-288-4263  
COST OF CALL \$0.95/MINUTE/MUST BE 19 YEARS  
OR HAVE PARENT'S PERMISSION/TOUCH-TONE PHONE REQUIRED



We managed to grab a few pictures of some new characters. Smooth stuff, but the actual gameplay isn't quite this pretty.

# TEKKEN

# 3

Namco's supercharged sequel was unveiled in Hong Kong, and we've got the full story

Usually the only thing debuting in Hong Kong is pirated software, but in a move that shocked the industry, Namco showed first glimpses of *Tekken 3* at an arcade game trade show held there. The game was only 30% complete, but looked significantly better than *Tekken 2*.

The game was running on Namco's new System 12 arcade hardware, which is a slightly more powerful variation of the PlayStation-based System 11 board, which is what the first two *Tekken* games were done on. The characters are less blocky than *Tekken 2* and the motions are even more realistic. There are at least five new characters, each with a completely new arsenal of moves. The backgrounds are real 3D, rather than the flat screen of past *Tekken* games, and there is a greater variety of common maneuvers, like moving in 3D and more 'getting-up' maneuvers.

The good news for PlayStation owners is that Namco stuck with a game that looks and plays great, but can be done on the PlayStation. Many people felt that Namco would gun for archrival Sega's *VF3* and its amazing graphics. Instead, Namco stuck with a similar look and feel for the *Tekken* series and added even more features. None of the backgrounds shown had any interactive elements, but the real 3D makes

everything look much nicer. There also won't be as many characters as in past games. Instead, the developers focused on a balanced variety of characters. In other words, the characters that are in the game are deeper and more balanced than previous *Tekken* games.

The game is releasing in the U.S. in early March nationwide, but a few lucky people in Chicago and San Francisco will be able to check it out when it goes on test in early January. By next issue, we will have

The characters are said to move much more realistically, with better motion captures.

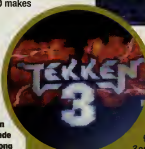
even more information on *Tekken 3*, including a bundle of new screen-shots and a play-tested rundown of what the new gameplay is like. Until then, start saving those quarters, because one of the hottest fighting games of the year is coming to an arcade near you.

The new polygonal backgrounds in *Tekken 3* are way better than before.



## THE STORY LINE

The highly-anticipated *Tekken 3* was unveiled at an arcade trade show in Hong Kong. Some of these pictures aren't of the best quality, but we have it on good authority that the game looks and moves great.



As in any good fighting game series, *Tekken 3* comes with a story and we've got the whole darn convoluted thing for you right here.

Power and greed are the root of all evil. Heihachi and Kazuya lock horns for the final time to decide who is the head of the Mishima Financial Empire. Tremendous wealth and power go to the winner, while the loser gets a burial in a volcanic crater.

Unsatisfied and with a thirst for more, Heihachi sets his goals even higher. A plan for world peace falsely gains the confidence and support of leaders worldwide. In this time a baby is born...

Fifteen years later, a secret excavation

by Heihachi's 'Tekken Forces' in Central American ruins unearths an unusual find. In their final communication with Heihachi, they report the sighting of a mysterious 'God of Fight.' Heihachi immediately heads to the scene aboard his private jet.

Upon arrival, he finds scattered corpses and no 'God of Fight.' The wheels in his head start to spin. 'What is this thing? Under my control, maybe I could control the world!'

Within weeks, strange disappearances occur throughout the world. Persons of strong soul, masters of the martial arts and other derivative fighting disciplines are reported missing, with no knowledge of their whereabouts. Trouble is lurking... *Tekken 3*... coming late February 1997!

# SATURN 2 IN '98?

Rumors continue to circulate throughout the industry about the existence of what gossip mongers have aptly labeled "Saturn 2". Though Sega of America staunchly denies that there will be a new hardware system released in 1997, it eagerly concedes that, as a hardware company, it will always be working on its next machine. The questions then become, when will it be launched and how much of this "next machine" is already put together and ready to go?

Historically speaking, it would not be at all unusual for Sega to have its next hardware unit planned out at this point, simply waiting for the price of the chip set to fall to a consumer-friendly price. It's been Sega, after all, that has put out its new machine ahead of the competition in almost every instance throughout the

company's history. Another point to consider is that, regardless of whether there is or isn't a new machine released in the US in '97, Japan could be a completely different story because the Saturn is more successful there. It almost goes without saying that whenever "Saturn 2" does finally make its appearance, it will most certainly appear in Japan first, where the Saturn is also nearly a year older than in the US.

Though the existence of such a machine is merely gossip and speculation at this point, word of something cooking at the Sega camp is coming back to us from too many places to ignore. In fact, if you mention it in the presence of the right Sega people, it's possible to illicit a knowing smirk and the unmistakable glassy eyed look of techophiles getting excited about the "next big thing"

in videogames. We've even heard reports of certain teams at Sega working on software for the system's launch sometime in '98.

Another enticing bit of info is a rumor that suggests that the Model 3 arcade board (*Virtua Fighter 3*) is far less expensive to mass produce than most would think. The idea of being able to bring Model 3 technology to the home anytime in the near future still seems a little out of reach, but perhaps a pared down version is in the works. After all, with the Saturn, the market had not yet settled on 3D as the way to go for home systems, but at this point in the game, it's just the kind of things the Model 3 board



Could the same board used to power *Virtua Fighter 3* be on its way home in 1997?

does best (huge 3D worlds, special visual effects and crisp clean graphics) that the home consumer is most interested in.

Over the next year, as this story turns from fiction to fact, we will be bringing you all the exciting details. But for now, it's exciting just to think about what the next next-generation may hold in store.



1.



2.



3.



4.

1-4 Most of the characters shown were familiar ones, albeit dressed in slightly fancier costumes.

## ATARI'S NEW LEASE ON LIFE

The company that Time Warner sold to Midway Home Entertainment now has the backing it should've had all along, and the games, too

Now let's get this straight. Atari Games is not the Atari that made Jaguar, and so it's not bankrupt, nor was it ever run by Sam "Do the Math" Tramiel. Atari Games is an arcade developer that was recently bought by Midway Home Entertainment, and has a slew of attractive looking titles coming out the chute. Responsible for *Wayne Gretzky's 3D Hockey* (in the arcade and on Nintendo 64), *Primal Rage* (I and II), *Area 51*, and the upcoming titles *Mace: The Dark Age*, *San Francisco Rush*, and the new sequel to *Area 51*, Atari games is carrying on a great tradition that it has failed to maintain for a long time.

Atari Games is still an arcade developer, but teamed with Midway, its games have a much better distribution channel. They also have a better chance to get ported over to home systems, namely the Nintendo 64, but also PlayStation and the PC. *Mace* and *San Francisco Rush* are both planned for all three of these systems in late 1997, most likely just before Christmas. Another title, the sequel to *Area 51*, will soon hit the arcades, and is most likely headed to the same systems afterward.

*Mace* looks extremely good, and has a good chance of quenching arcade goers' never-ending thirst for more fighting games, despite the arrival of Sega's *Virtua Fighter 3* and the looming release of Namco's *Tekken 3*. With dark and evil-looking characters, *Mace* features "Danger Zones" instead of Ring Outs, and relies on a weapon-based fighting system. Presently the game is testing in arcades, and will release in April. *SF Rush*, an eight-person racing game which sports bright lime-green arcade cabinets, features racing based in San Francisco's own downtown, and should be in arcades now.

Filled with real shots and semi-real shortcuts, anyone familiar with the city will recognize the environments instantly, and will thrill to the game's massive jumping sequences and competitive AI.

What does all this mean? Atari Games is making solid games again, which is not only good for them, but good for videogaming as well. It's about time that somebody did something worthwhile with the Atari name.

The graphics in *Mace* are incredible, with a completely polygonal engine and true 3D gameplay. Many of the Nintendo 64's best bricks are present, including anti-aliasing for those silky-smooth texture maps. Now let's just hope that it plays good...



# SONY TAKES CONTROL

The next-generation controller war heats up with the advent of analog control and force feedback

Unveiled at the PlayStation Expo in Japan in November, the PlayStation Dual Analog Pad completes the tri-umvirate of analog controllers offered by the big three videogame powers.

The controller itself is very similar in appearance to the standard PlayStation controller, with the addition of two analog input devices and slightly extended handles.

Although there were no games to show off the capabilities of the new controller, the control possibilities afforded by a controller with two analog inputs, a directional pad, and eight buttons has seemingly shifted the balance of control power to Sony.



Being the only standard pack-in controller with analog capabilities places Nintendo 64 at the forefront in terms of game control.

vibrations from the controller. No price, release date, or any plans to make the unit the standard pack-in controller have been announced.

Sega has remained quiet on future plans for its analog controller by refusing to confirm whether it's destined to become the new Saturn pack-in controller. Sega's only comment was that there are a number of first and third party games in development that will take advantage of the controller's analog capabilities.

Nintendo has seemingly responded to Sony's new feedback capabilities with its forthcoming Jolt Pack peripheral which plugs into the bottom of the standard N64 controller. The unit, which protrudes about two inches from the bottom of the controller, contains a solenoid coil which vibrates in a manner similar to Sony's controller. A U.S. release date of late '97 has been rumored for the Jolt Pack, with a retail price in the area of \$15.

# ARCADE focus

During a recent trip to Japan, an *ULTRA Game Players* correspondent had a chance to

play *Street Fighter III* and talk to Capcom about its most anticipated game ever. Surprisingly, *Street Fighter III* didn't amaze and wow as we had expected. Instead it is merely a normal upgrade of a great fighting game. There are significantly more colors and animations, but at first glance it doesn't look much different than *Street Fighter Alpha*. Capcom Japan admitted that the title isn't the technological wonder that VF3 (its Sega sequel counterpart) is, but instead was a good solid 2D fighting game. • Who says Atari is

done making games? A good year after the Jaguar died, that other Atari is still making arcade titles, one of its latest being *San Francisco Rush*, an arcade racer set in the City By



'Look into my eyes... you are feeling very sleepy... you no longer want to play *Virtua Fighter 3*, only *Tekken 3*.'

The Bay. This title is especially exciting for us at *ULTRA Game Players*, since we get to race our way through these streets every day. One thing they didn't manage to get right were the bums asking for money and the muni-buses that constantly get in your way. • Check out our 1/2 pg. preview on *Scud Racer*. The amazing racing title from Sega on the Model 3 board is looking to set new standards in racing games. Next month, we're going to get even more info on this awesome title. • Don't miss the topics story on *Tekken 3*. We reveal all the new characters, story line, and when you can start playing the third installment in Namco's super-successful beat-'em up. Next month, we will unleash a batch of new screen shots and maybe even a complete move list. • Stay tuned and save your quarters!



What would a driving game in San Francisco be like without the majestic Golden Gate Bridge?



The hills of San Francisco are what make *SF Rush* such a, well... rush. Hey, is that Steve McQueen?



The model 3 board takes its turn with racing games and you won't believe the astonishing results. For a deeper look, just check out our full preview on pg 40.



- 1 A response to Nintendo's inclusion of analog control to the N64, Sega's Analog Controller added a whole new dimension to Nights.
- 2 Last to join the party, Sony's Analog pad just may be the best, with its dual analog sticks and limited force feedback.
- 3 An add-on peripheral that plugs into the standard controller, Nintendo's Jolt Pack will offer a limited force feedback experience for about \$15.



# OPTIONS

## RATING KEY

- PREMIUM ★★ ★★
- STANDARD ★★
- DEFICIENT ★

New ways to enhance the Gaming Experience

- RATING: ★★ ★
- PRODUCT: Game Guru Enhancer
- COMPANY: 3DO
- SYSTEM: PC
- PRICE: \$29.95

**F**rom the Game Genie to the Game Shark, product-aided cheating has been a mainstay of the home-console videogame culture. PC games also have a rich tradition of cheat codes, but altering the play dynamics of PC games required the gamer to diligently scan on-line sites and print publications. The Game Guru attempts to bring some order to the PC cheating scene by offering a more convenient and structured process of 'game enhancement'.

For gamers impatient to access more lives, more weapons, and higher levels, the Game Guru offers over 1,000 different cheats for more than 100 of the most popular PC games available. *MechWarrior 2*, *Command & Conquer*, *Duke Nukem 3D*, *WarCraft II*, *Quake*, and *Dark Forces* codes are just some of the built-in cheats offered on the Game Guru. New



The Game Guru Game Enhancer works with your PC game to expand gameplay options. In other words, you can cheat.

codes are also released each month on-line and via game publications and support lines. For hardcore cheaters, there is a code generator that allows gamers to create their own codes. Overall, the Game Guru's low price, ease of use, and its numerous built-in codes make it an excellent value.

As a reminder to those not quite clear on the



An easy to use interface allows gamers to jump right in and utilize the Game Guru's built-in cheat codes.

concept, you must already own a copy of the actual game before you can utilize the cheat capabilities of the Game Guru. Minimum PC requirements to run the Game Guru are a 386 processor, 4MB of RAM, DOS version 4.0, VGA adapter, CD-ROM drive, and approximately 1MB of hard drive space.

## CAPCOM's SECRET PLANS REVEALED

**W**ith so much attention going towards Capcom's forthcoming mega games *Resident Evil 2* and *Street Fighter 3*, nothing has been said about Capcom's plans beyond the super sequels. So, to see what the videogame giant is up to, we sent one of our international

operatives straight to the source — Capcom headquarters in Japan.

At first, our guy had trouble getting anyone to talk about any of Capcom's projects, even the ones that are public knowledge. But just when we thought we weren't going to get anywhere, Capcom's development staff blew our minds with one shocking announcement after another!

First came the announcement that the company is working on an original 3D fighting game for the M2. Sounds pretty cool to us, although the guys in Capcom R&D didn't sound too impressed with the M2 hardware, telling us that it isn't really any better than N64, or even PlayStation for that matter!

Capcom's next new game wasn't quite as big a surprise, but still, *Star Gladiator 2* is nothing to sneeze at! We weren't able to get much on it, but we can tell you that it's on PlayStation. No word yet of an arcade version.

Finally, Capcom saved the best for last. Off on its own was a workstation showcasing a very early test of a polygon action/adventure game which very much resembled *Mario 64*. It was so early that none of the polygons had texture maps yet, and all of the characters were just placeholder. Still, that did nothing to subdue our excitement when Capcom revealed the title of the game — *Ghouls 'N' Ghosts 64*! That's right, the classic action series is back, with Sir Arthur and the whole demonic gang going 3D. No release date is set yet and the exact title is still tentative, but we're already drooling! With so many hot games in the works, it looks like Capcom will be thrilling gamers way beyond *Resident Evil 2*.



The original *Ghouls 'N' Ghosts* (NES, Nov. 1986) introduced us to Sir Arthur and his demonic band of bad guys. *Super Ghouls 'N' Ghosts* (Super NES, Nov. 1991) added fancy-shmancy "Mode 7" 16-bit graphics. *Ghouls 'N' Ghosts 64* is said to look a lot like Mario...

# AT THE **CORE** OF GAMING

Every once in a while, a game comes along that sets a new watermark for innovative, entertaining and downright impressive gaming. This past year, we were lucky enough to be treated to a couple of games in this category. Perhaps the most surprising of the bunch, however, was a little adventure title called *Tomb Raider*. By this time, most PlayStation, Saturn and PC owners are probably too busy hopping around with both guns blazing to even notice, but as a nice break from the game we thought we might allow the Operations Director at Core, Adrian Smith, to talk a little bit about the making of *Tomb Raider* and future projects, including an exciting sequel to last year's best adventure game. The best part about the following interview is that it was Adrian's excitement over the work they were doing that got us all talking about future projects in the first place. It was then that we realized that we were ready to talk to our readers about some pretty exciting stuff. And so we let him...

**Q: For starters, you guys are looking to ship a million-plus copies of *Tomb Raider* over various platforms — easily making it the most successful Core game ever. You've got to be pretty happy right now.**

**A:** Tired, relieved and stressed would be the first things that shoot to mind and yes, obviously happy. Finally seeing the product on the shelves is always a big buzz for all of us. You live with the product for so long that it's very easy to become complacent about it towards the end.

**Q: When was the project started and what was your inspiration?**

**A:** The original ideas for *Tomb Raider* were started

in our office about a year and a half ago by the lead artist of the project, Toby. He had an idea of producing a game that would be like a cinematic experience. By this he wanted to give the impression that you were actually there by using an intelligent camera system and introducing an interaction with the environment similar to real life. Some of the original inspiration for *Tomb Raider* at that time was from playing games like the *Ultima Underworld* series and *Prince of Persia*.



Lara is hard at work on her next adventure...

**Q: How did the game change from the original concept to finished product? For example, wasn't Lara originally a male character?**

**A:** Originally, the game was more of a shooter than it is now, but we've been influenced a lot by the *Prince of Persia*-style game. I think that now we're closer to *Ultima Underworld* or *Dungeon Master* than *DOOM* as far as gameplay goes, although there's still plenty of action to be had in *Tomb Raider*, if you know what I mean. Once we had decided on what the game was all about we started to think about the main character. We

wanted him/her to be agile and coy, but to have a strong presence about them. Every

time we started to design the main character as a man we ended up with a stereotype of Rambo, which fit none of the attributes. Finally, Toby created Lara as we all know and love her today and

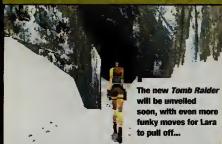
lets face it, if you're going to look at a character on screen for as long as you do in *Tomb Raider* — let's make her good looking.

**Q: Lara Croft is the closest thing to an 'icon' character that you've ever had — she's at the heart of the gameplay, the marketing, everything. After Lara's success, should we expect to see this treatment in future projects?**

**A:** Good main characters give a game an identity and also quite often allow people to relate better to the game. You only have to look back over some of the all time greats to realize that they have a high percentage of good main characters that can keep reappearing.

**Q: Core has done good titles before, but nothing like *Tomb Raider*. How did you guys step it up and who worked on the project?**

**A:** Core Design has always worked hard to create good playable games and, as such, have had hits in the past like *ThunderStrike*. However, *Tomb Raider* is a new era for Core Design and one that we hope to be repeating in the future. We did nothing different from what we have always done. We are team driven. By this, I mean that the new game



The new *Tomb Raider* will be unveiled soon, with even more funky moves for Lara to pull off...

## NEWS FEED

• **Jay Wilbur**, one of the original members and CEO of id software has left the industry to 'be a full-time dad'. He has been replaced with **Todd Hollenshead**. • **Titus' Virtual Chess Champ** won the International Computer Chess Association World Championships in Jakarta, Indonesia. The game managed to defeat nearly 30 other competing products. • **Legacy of Kain** will not be seeing the light of day for the Saturn. While the game was nearly complete, Activision bought the publishing rights to the Saturn port when it also bought the PlayStation rights. Activision feels that it would not be worth the money to finish the eagerly awaited RPG for Saturn. • The well known Nintendo hardware designer, **Gumpel Yokoi**, has left Nintendo and formed his own company. To his credit are the hardware designs for the Virtual Boy and Game Boy. • Nintendo has begun selling blank Super Famicom ROMs in Japanese retail outlets. Customers can chose the game they would like at a kiosk and it is burned on the spot for them. The arrangement allows for cheaper packaging/distribution for Nintendo and less shelf space for the retailer to dedicate to the 16-bit platform. • **Sony has kissed and**



The  
Core  
Tomb  
Raider team,  
contemplating  
their next break-  
through smash  
hit game.

ideas come from the internal staff. Once we are happy with the initial design and the type of game, we will then start on a period of research. The *Tomb Raider* team consisted of seven people total — three programmers (one for each format), one lead animation artist, two other artists that worked on all the in-game textures and level design and one FMV artist.

**Q: What can you tell us about your future projects? What will be Core's next big *Tomb Raider*-sized hit and how many titles can we expect in '97?**

**A:** We are scheduled to release four titles during 1997. Starting with *Swagman* in March and closely followed by a title that will be a massive game called *Ninja*. At present, Sega and Sony are going mad for the title. The next title will be something really, really special. It's a fighting game called *Judgement Force*. This game will hopefully be the first full 3D fighting game, featuring a progressive story which will combine elements of *Tekken*, *Toshinden* and *Virtua Fighter*, together with the old game *Streets of Rage*. You will be able to move anywhere in your environment and interact/use most of the objects on the screen. The final game to round off the year will be something called *Tomb Raider 2*. If you've ever heard of it, it will be as visually shocking and different as was the first game, so keep an eye out for it and *Judgement Force* at this year's E3 show.

**Q: What's your take on the platforms you have worked on? Which is best suited for your games and does Core see any one platform as its primary focus?**

**A:** I think that Core has always been focused on and considered a console developer, but with products like *Tomb Raider* and some of the new ones that will be available during '97, we hope to be able to focus on the PC market as well. It's unfair to pick on any one of the consoles and say that it's better because, from our experience, we have found that one machine is good at some things and the other at something else, so it swings and round about.

**Q: Core has a history of working with Sega. With several companies flying away from the Saturn, how long will you support them?**

**A:** It is true to say that, in the past, we have worked closely with Sega and have built a very strong relationship/friendship with all the Sega offices around the world, but it's just as true to say we have the same relationship with Sony. We, just like Sega and Sony, want to produce good games to the best of the machine's capabilities. At present, all the projects that we are working on during '97 are scheduled for both consoles.

**Q: What will the next machines (Saturn 2, PlayStation 2, M2) mean for Core? What ideas are you waiting to explore beyond the limitations of today's technology? For example, what**

**further gameplay developments might be possible for a game like *Tomb Raider*?**

**A:** It's always very exciting for us as developers to get our hands on the new machines and quite often a daunting prospect as well. I think that it's also good to remember that the introduction of new machines doesn't mean that we will necessarily get great new games. Just because the new machines can run faster and smoother doesn't mean that games will be easier to produce. It's quite often the opposite. However, all that being said, we do have a few things that we would very much like to do and, at present, it's just not possible, so who knows what will happen.

**Q: Last, but certainly not least, *Tomb Raider 2* — what can we expect?**

**A:** It's very simple. It will be bigger, better, faster, smoother and should provide an experience similar to, but far in excess of, the original.



Adrian Smith, Core's Operations Director, caught in the act. He's still tight-lipped about the company's future projects, but is dropping a few hints...

made up with Psygnosis. In doing so, it has decided that it would be more profitable in the long term to keep the upstartish UK company instead of selling it off. • Sony will be creating a PlayStation club that will act as a mechanism for releasing news, tips, demos and more. Known as the 'PlayStation Underground', it will be distributed via CD-ROM that is expected to be playable upon a standard PlayStation. There has been no word as yet when club enrollment will begin. • In a recent press conference in Japan, Yu Suzuki has again verified that work has begun on Saturn *Virtua Fighter 3*. He told reporters: 'The question was 'Can we actually do it?', but after the results attained from studying the matter for three months, we have concluded that technically, the possibility is there. Department AM2 and I have the responsibility of making this possible, so please expect the best.' • The Total Entertainment Network has reached more than 20,000 paid subscribers since it launched a few months ago. • Sega has announced that, since the introduction of its 'Triple Pack' package for Saturn (*Virtua Fighter 2*, *Daytona* and *Virtua Cop*), sales have increased more than 500%.

continued on pg 20

# WHAT'S UP WITH M2?

The secrecy and questions surrounding Matsushita's 64-bit console are of governmental proportions—even industry insiders like us here at **ULTRA GP** don't know half the story. So, in an effort to uncover the true story and inform the world about M2, we talked to some of the major developers in the industry to see exactly what is going on.

## What is it?

It is a 64-bit, CD-based gaming platform being put out by Japanese electronics giant, Matsushita. The technology was purchased from 300 for 110 million dollars. The console will feature two Power

PC602 chips, 8mb of Ram, and a quad-speed CD-drive. When all these elements are put together, it enables the M2 to display up to 500,000 texture-mapped, light-sourced polygons per second. Compare that to top PlayStation games, which only do about 120,000 per second and you can see why this is such an exciting prospect.

Ed Rotberg, a lead developer at Studio 300, has been working with the M2 longer than anybody and he had this to say, 'The system's capabilities are clearly superior to other platforms on the market



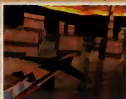
What the system will look like is still up in the air, but it should be about the size of the PlayStation with a 6-button controller (plus two shoulder buttons) that is very similar to the Saturn. There will be one memory card slot in front and the CD will be top-loading, just like the other CD-based systems. There is still no word on color, but black or dark grey would be the obvious choice.

The technology is there, but a video game system is only as good as its games and that's where unproven developers like Studio 300 and Panasonic Wonderentertainment have to step up.

## When is it coming out?

According to Greg Blanck at Studio 300 (the largest American developer for the system), 'It would be fairly safe to say that you should see an M2 gaming system in 1997'. However, other industry experts, like Dave Perry of Shiny Entertainment, weren't as optimistic, stating, 'It seems slow and companies that I would expect to see working on it are not. That means 18 months to get decent games from third parties. I would not hold my breath.'

It is true that major third-parties have not even begun work on games, but with four titles from Studio 300, ten from Matsushita, and several Japanese companies (like Capcom, Konami, and Warp) far into development, it seems very likely that the M2 will launch by Christmas '97, under a new name.



These screens are only a test of the M2 hardware, not real games. There weren't even any artists involved. That's pretty damn amazing.



These test screens hint at what a 64-bit space flight simulation might look like on Matsushita's fancy new wonder machine.



This is only a test! This is only a test! Pretty cool though, huh?



Wow, that's an awful lot of stuff on the screen at once!

today. The primary reasons are the built in MPEG capability, hi-res (640x480) displays, a kick-ass audio system, 8MB of RAM, two Power Pcs, 16K texture cache (as opposed to 4K on the N64), 4X CD-ROM, and a partridge in a pear tree'. Apparently, one of the key elements is the extra texture memory, which according to Dave Perry, '...is the most important, most underrated feature. Texture memory is golden'.

## NEWS FEED continued from pg 39

•Sony recently claimed to have a 6:1 software:hardware ratio. It has also attacked rival platforms, citing an Electronics Boutique report that PlayStation software sales levels are as high as 20 times better than 'other 32-bit system software'. •Senator Joseph Lieberman of Connecticut has yet again launched a new attack upon videogames. In a new report, he mentioned a dozen games which he claimed contained excessive violence and questionable content. The report went on to advise parents to take notice of the ratings system when buying games. •Sony will be launching a new white PlayStation with MPEG support in certain Asian markets. It will be a little more expensive, but is expected to do well in the countries that have such a large MPEG market, which has in the past been closely associated with adult oriented titles. •Sega has formed a joint venture with Hyundai to import both arcade components and full arcade units into Korea. The company will be funded with an initial 690 million Yen (\$6.9 million). The joint venture is scheduled to begin in January of 1997 and is expected to generate revenues of 2.5 billion Yen (\$25 million) in its first year.



# WIRETAP

Here are a few notes from the underground... Load them at your leisure...

## PlayStation to drop to \$180?

**W**ith the recent surge in sales for Saturn, Sony is feeling that it may be missing out on some system sales that it would have otherwise had. Sony is expected to drop price to about \$180 at some point within the first quarter of 1997, with a possible further drop to be announced at E3 in June.

## Metroid 64 out by fall in Japan?

**A** Japanese source close to NCL has hinted that *Metroid 64* has been in development for nearly a year already and should be released in Japan

sometime late in the fall of 1997. As expected, sources have indicated that the title is slated to be a 64DD title. The game is said to be extremely dark, and is likely to use an over-the-shoulder perspective similar to *Mario 64*. The premise of the game has been rumored to be that some of the Metroids have infested a new planet, and it is Samus' job to eradicate them just as she did in the first two games in the series (surprise, surprise).



Samus Aran — soon to be 3D?

## MPEG PlayStation in the US?

**S**ony has recently admitted that it has plans to release white PlayStations that are capable of playing MPEG movies in some portions of the Asian market. There are further speculations that, while there is a considerably smaller market for MPEG movies in the US, some small number of them will also be shipped over here in time for E3. More wild speculation from some sources has pointed in the direction of DVD compatible PlayStations, that essentially are capable of playing both PS games and DVD-based movies (which many believe will eventually replace Laser discs and VCRs.) The costs of these units would be way higher than that of a stock PlayStation. DVD drives by themselves are already selling for upwards of \$800 in Japan, and similar prices are expected to hold for a good many months before more manufacturers join the DVD fray.



64 DD to go online? Time will tell.

## Fabled Saturn Upgrade a Force

**S**ources at Sega and at third party developers are claiming that the rumored 'Eclipse' upgrade is nothing more than speculation. Sega has no plans for an upgrade, but these same sources have not ruled out the introduction of an entirely new system by the end of 1997. With the recent confirmation of the Saturn translation of *Virtua Fighter 3* and *Super Car* (both of which are based on the Model 3 board), Sega is confident that the Saturn will be a technically viable system over the course of 1997. To quote a source at Sega, 'Relax, the Saturn will be around for a long time.'

## Nintendo 64 goes to the Net

**M**ore than one third party Nintendo 64 developer has mentioned some possible plans to allow for Internet connectivity with the addition of the 64DD. While everyone already knows that the 64DD will allow for some mass storage, Nintendo is considering including a modem chipset in the unit as well. Even if they opt not to include it, the 64DD will be the gateway to further expansion of a modem via additional expansion ports. With the addition of such a feature, developers are hoping to include multiplayer options via the Internet. Browsing the web is also an expected benefit (especially considering Nintendo has already announced that it is working with Netscape Communications); however, Nintendo is going to concentrate more on the multiplayer aspects than browsing capabilities. Nintendo is also hoping to be able to extend game life by allowing consumers to download new levels for existing 64DD games. Secondly, Nintendo hopes to cut production and distribution costs by eventually having consumers be able to download complete games to their 64DDs. The gaming purchasing paradigm, as we know it, may change greatly within the next year.



## John Travolta and Tom Cruise get together

**T**he image of Tom Cruise's face is a legally protected property. Any boys or games that use any characters that even vaguely resemble Cruise run the risk of being sued by his lawyers. We have heard that, to get around this legal obstacle in Ocean's upcoming game, *Mission Impossible*, the texture map for his character's face is the result of a morph between Cruise's features and disco stud John Travolta's. If you ever wondered what the offspring of these two Hollywood stars would look like, you may want to check out this N64 title.

## BITS & BYTES

• Rumor has it that the US version of *Mario Kart 64* will have some hidden characters from *Super Mario RPG*. Froggykus is supposedly one of the hidden characters. Several hidden tracks are also supposed to be present. Including the track called Twenty. • Sources have indicated that Sony might be releasing a number of later created games from their Yakuza program. There is no word on what titles they will be, but supposedly there will be multiple games per title. If it happens, you can expect to start seeing them on store shelves in the fall of '97. • There is a very unsubstantiated rumor that has been doing the rounds regarding Accolade Entertainment possibly leaving the gaming industry entirely. Following last year's loss of over \$220 million dollars, stockholders are supposedly quite concerned over the future of the company. Numerous management and personnel layoffs and shifts have happened over the last few months. • Lastly, we have heard that in November and December of 1996 alone, Westwood's *Command and Conquer: Red Alert* has sold more than 1 million units world-wide. Such a feat would put it on par as one of the most popular games of 1996 despite only being available for less than two months of the year.



INTRODUCING THE ALL-NEW MECHWARRIOR®2  
ARCADE COMBAT EDITION.

## REBUILT FROM THE GROUND UP.

MechWarrior 2 has been fully customized for console systems. Equipped with 48 arcade-style missions— sixteen exclusive console scenarios. Simplified controls for genuine shooter-style gameplay. Plus, awesome power-ups, super-charged AI and more 'Mechs® per mission to trample on anyone that suggests this is just a PC port.

# MECHWARRIOR®2

## 31ST CENTURY COMBAT



*48 missions with awesome power-ups including Stealth and Invincibility!*



*Ultra-fast gameplay packed with lethal missiles and 'Mechs!*



*Advanced tactical Artificial Intelligence and stunning 3-D texture-mapping!*



*This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Saturn™ system.*

Activision is a registered trademark of Activision, Inc. © 1995, 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and Mech are registered trademarks of HASA CORPORATION. © 1995, 1996 HASA CORPORATION. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All other trademarks and trade names are the properties of their respective owners. All rights reserved.

[www.activision.com](http://www.activision.com)

# 3-D fighting with a vengeance.

They killed you. But you came back.

An avenging angel from beyond the grave.

A vigilante reborn to bring justice to the damned.

Take your unearthly powers and wreak vengeance on Judah, L.A.'s drug king,  
Kali, the nin-jitsu death-bitch, Curve, Spider Monkey and an army of lowlife thugs...

Because life after death is hell.

NO OBSTACLE WILL STOP YOUR  
UNEARTHLY QUEST FOR VENGEANCE!

HUNT FOR THE DAMNED THROUGH  
A 3D LABYRINTH OF SEEDY STREETS!

CLEAR YOUR PATH TO JUDAH WITH  
SHOTGUNS, UZIS, AND MOLOTOV COCKTAILS!

THE SWIFT KICK OF JUSTICE!

## The Crow<sup>TM</sup> city of angels



"THE CROW: CITY OF ANGELS" TM and © 1996 Bad Blue Productions, Inc. All rights reserved. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Windows is a registered trademark of Microsoft Corporation. © 1996 Microsoft Corporation. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © & © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown were taken from the PlayStation version of the video game.

**Acclaim**  
entertainment, inc.  
[www.acclaimnation.com](http://www.acclaimnation.com)

**Acclaim (?!?) leads the  
third party attack on the  
64-bit battlefield**

**E**ven with a launch as successful as the Nintendo 64 may have enjoyed in the United States, the ultimate success of the N64 hardware is inextricably linked with the success and quality of the software that is made available for it. There can be little question regarding the quality of titles to expect directly from Nintendo directly, as its first three offerings (*Super Mario 64*, *Pilotwings 64*, and *Wave Race 64*) rank with some of the great videogames of all time. But despite the quality of the titles, first party software from Nintendo can often encounter an excruciating number of delays before the product is finally released. No system, no matter how good, can survive without the support of third party developers producing quality titles to augment the selection offered by the first party.

It is in the area of third party software that the N64 has not quite excelled. Initial

# TUROK

## DINOSAUR HUNTER

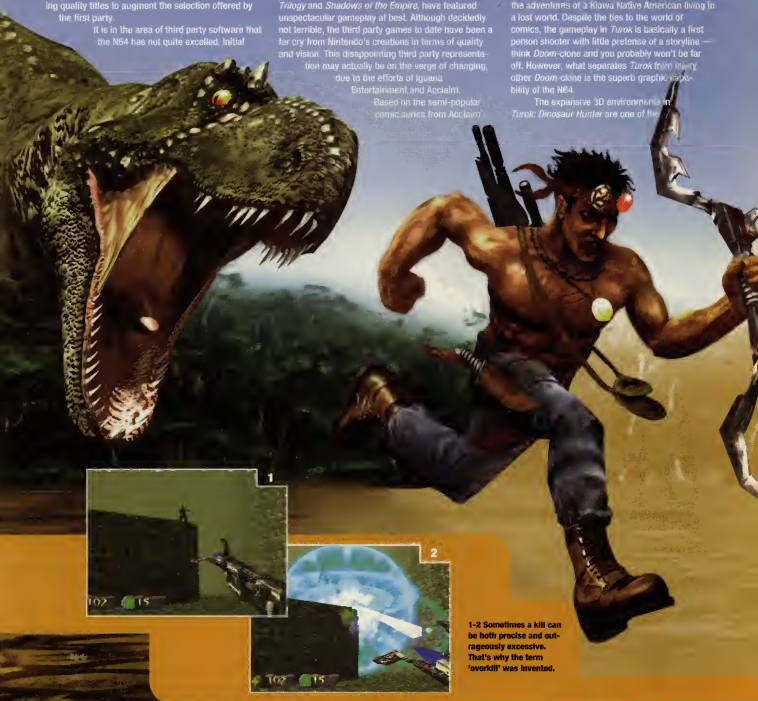
third party offerings for the N64, like *Mortal Kombat Trilogy* and *Shadows of the Empire*, have featured unspectacular gameplay at best. Although decidedly not terrible, the third party games to date have been a far cry from Nintendo's creations in terms of quality and vision. This disappointing third party representation may actually be on the verge of changing, due to the efforts of Iguana.

Entertainment and Acclaim.

Based on the semi-popular comic series from Acclaim

Comics, *Turok: Dinosaur Hunter* is based around the adventures of a Kiowa Native American living in a lost world. Despite the ties to the world of comics, the gameplay in *Turok* is basically a first person shooter with little pretense of a storyline—think *Doom*-clone and you probably won't be far off. However, what separates *Turok* from many other *Doom*-clone is the superb graphic capability of the N64.

The expansive 3D environments in *Turok: Dinosaur Hunter* are one of the



1-2 Sometimes a kill can be both precise and outrageously excessive. That's why the term 'overkill' was invented.



highlights of the game, as anti-aliasing, ray tracing, gouraud shading, z-buffering, and mip-mapping have all been used to create exquisite mist-shrouded arenas that suffer none of the pixelation problems inherent to the genre. Although there is a basic linear backbone to navigating the levels, the sheer size of the environments make it seem as though there are no restrictions on movement. The ability to climb and swim also expands the gameplay beyond the confines of ground-level.

Game control is a bit tricky to pick up at first, with every bit of the N64 controller being utilized. Directional navigation is handled by the four yellow buttons, weapon select is handled by the A and B buttons, the analog joy-

stick handles weapon aiming, the D-pad can be used to set run or walk, the left shoulder button brings up the map, the right shoulder button is used to jump, and the Z trigger is used to fire the selected weapon. Once you're familiar with the controls, navigating and aiming on the run becomes second nature.

But what lies at the heart of *Turok's* appeal is the destructive and bloody nature of its gameplay. Every creature from the giant cockroach to rocket-wielding dinosaurs is an enemy in the game and you have fourteen different weapons with which to annihilate them. Some weapons, like the Nuke Launcher, are instant classics with their unique capabilities. Acclaim's motion capture technology also seems to have finally paid off as the game is filled with fluid moving characters and the awesome death animations. *Turok* may well be one of the best-looking and best-playing first person shooter ever.

## enemies

From humans, to roaches, to skeleton warriors, to mechs, to dinosaurs, to armed dinosaurs, enemies abound in *Turok: Dinosaur Hunter*. What sets the game apart is the variety of exquisitely bloody and intricate death animations.



1



2



3



4



The in-your-face action will take your breath away — far good.

Later levels will have you confronting huge, nasty dinosaurs. One catch, they're armed — sometimes it just doesn't pay to get up in the morning!

1-5 No matter what awesome fiends you're facing, there's always a threat lurking somewhere in the mist.



5



1

2



3



4

1-5 The Nuke Launcher is one of the most satisfyingly destructive weapons ever created for a videogame. To utilize, just select a target and shoot somewhere in its general vicinity. There will be a

blinding flash and shock-waves as the target is fried. Don't forget to keep a safe distance away, so you can go down in the ravine later to check out the bodies floating in the water.

# TUROK: DINOSAUR HUNTER

# weapons

Turok: Dinosaur Hunter's number one selling point will be the variety of weapons that are at your disposal. Dice it, slice it, shoot it, blast it, try it, nuke it, and vaporize it — there are more options here than on your Cuisinart!

- 1 Knife
- 2 Bow
- 3 Pistol
- 4 Shotgun
- 5 Semi-Auto Shotgun
- 6 AK-47
- 7 Energy Cannon
- 8 Chain Gun
- 9 Grenade Launcher
- 10 Eraser Gun
- 11 Rocket Launcher
- 12 Particle Cannon
- 13 Nuke Launcher
- 14 Phase Cannon



# levels

There are eight levels in Turok with a variety of settings, but most of the gameplay occurs in either a jungle or a dungeon/corridor-based arena. The levels are linear in that certain tasks must be completed in order to advance, but the sheer size of the environments gives a convincing impression that you are in a totally free 3D setting. The ability to climb and swim adds additional layers of depth to the gameplay.

The game begins in a mist-shrouded jungle and progresses through a series of claustrophobic corridors and rooms.



# COMING Attractions

## THE 'A' TEAM

As impressive as Turok: Dinosaur Hunter appears to be, the majority of the top rate software for the N64 will still be coming straight from Nintendo itself. Here's a look at what appears to be the top titles scheduled for 1997.



Of course, sometimes killing an enemy calls for a more personal touch. Get in close and blast 'em, and then pump round after round into the mutilated corpse!



**DINOSAUR HUNTER**  
**TUROK: DINOSAUR HUNTER**

## Super Mario Kart 64



The first N64 game set to truly take advantage of the console's four-player capabilities, Super Mario Kart 64 should have no problems living up to the legendary multi-player fun of the original. A little on the cutesy side, but hardcore race fans won't be able to resist the addictive gameplay.

## F-Zero



Here's another Super NES classic in line for a 64-bit upgrade. News of this title has been scarce, but reputation alone warrants its placement on this list. It's only speculation, but there were some really cool jet boats in early alphas of Wave Race 64 which never made the final cut...

## StarFox 64



Fox, Slippy, and the rest of the crew return for some more hardcore space shoot-'em-up action. Analog control, force feedback (via the Jolt Pack), and new

land-based tank levels are just some of the improvements. Just don't change the cast's wacky language and voices!

## Yoshi's Island 64




Everyone's favorite Dino-buddy is back for some more adventures. Early screenshots indicate that the gameplay seems to be of a 2D side-scrolling nature.

Still, there's a legion of fans who won't mind one bit — think Donkey Kong Country with better graphics and gameplay.

## Zelda 64



N64 fans have been clamoring for an RPG and Nintendo's Zelda series ranks as one of the best of all time. The game will utilize Nintendo's forthcoming N64 add-on, the 64DD. Early screenshots indicate that the updated classic will be on par with Super Mario 64. Start saving for the 64DD now!





T H E N E W E S T

STAR WARS™

ADVENTURES ARE COMING TO

TELEVISION



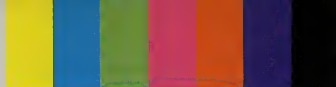
AND YOU CAN  
FIND THEM ON  
THIS STATION.



<http://www.lucasarts.com>







GET E

BEGIN TRANSMISSION...



IT IS COMING. GET READY.

12-13-96

18:00 PST

[www.psxpower.com](http://www.psxpower.com)

Part of the  
Imagine Games Network



[www.imaginegames.com](http://www.imaginegames.com)

# PREVIEWS

Want the latest pics and info  
on the newest games? We got it.



## Featuring

**S**ure, we've got games! Lots and lots of games... games that haven't even been released yet! And we get to play 'em, all we want! Hey, we're not doing this because we're selfish! Oh, no! We do this so you'll have the lowdown on all of the hot new titles that are making their way, slowly and surely, to a videogame store near you. But, until they get there, someone's gonna have to play these things early and often. Oh well, I guess

we're just stuck with that... uh, horrible job. You know, you really should thank us!



036

Fighter's Megamix



Army Men



035

Riven



034

Doom 64

045 Apocalypse

046 Army Men

042 Battlestations

054 D2

043 Dark Rift

034 Doom 64

052 Ecstatica 2

040 Enemy Zero

038 Fighter's Megamix

058 Kowloon's Gate

055 Mario Kart 64

050 Mechwarrior 2

051 Need For Speed 2

052 Night Creatures

048 Rage Racer

035 Rally Cross

056 Resident Evil 2

035 Riven

050 Rush Hour

040 Scud Racer

044 War Gods

# Doom 64

SYSTEM: NINTENDO 64

PUBLISHER: WILLIAMS ENTERTAINMENT

DEVELOPER: WILLIAMS ENTERTAINMENT

RELEASE DATE: MARCH

## The N64 hosts the Legions of Hell

**F**ew games ever attain the status of classic, cliché, or clone-spawner, but *Doom* is one of those titles that can lay claim to all three. After numerous incarnations on the PC and home console systems, not much has

changed in terms of graphics or gameplay, but *Doom* still inspires a fervent following in its fans. Those blood thirsty masses can now actually justify their devotion as what may well be the mother of all *Doom* games nears completion — *Doom 64*.

The accompanying screen shots from *Doom 64* show that the impressive graphical capabilities of the Nintendo 64 have worked wonders on the perennially shoddy graphics inherent to *Doom* games. Perspective correcting, anti-aliasing, z-buffering, and mip-mapping all combine to eliminate the pixelation problems that have plagued the series since its inception. All the creatures and weapons are being redrawn using 3D sprites and the N64's bag of graphical tricks will smooth over the rough edges. New lighting effects complete the visual makeover and the animation in the game is promised to be the smoothest ever (at least for a *Doom* game).

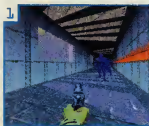
Gameplay improvements promised for the game include new weapons beyond the traditional handgun, chainsaw, shotgun, double-barreled shotgun, chain gun, pulse rifle, rocket launcher, and BFG 2000. Although it isn't confirmed, it isn't unreasonable to believe that some new enemies will join the



*Doom 64* promises to be the best looking and best playing *Doom* ever.

fray. There are also said to be between 24 and 30 completely new and larger levels packed with more secrets and booby traps. But perhaps the most exciting prospect is the possible addition of a four-player Deathmatch Mode. The Deathmatches would be played on a four-way split screen which may take some getting used to but which could be hugely entertaining.

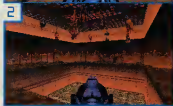
Considering the storage constraints of a cartridge-based system, whether *Doom 64* lives up to the rumors and the developer's promises remains to be seen. Still, if only half of the gameplay enhancements actually make it in with the improved graphics, *Doom 64* will not only satisfy its legion of fans, but inspire a new influx of gamers to the old favorite.



1 The Nintendo 64 apparently doesn't know the meaning of pixelation. 2 *Doom* may be a videogame cliché now, but great gameplay still lies at the heart of it.



1 The BFG 2000 returns, but there are new weapons as well. 2 The cast of evil doors have been redrawn and new lighting effects make them look magnificent. 3-4 Being inside hostile claustrophobia, being outside makes you feel exposed and vulnerable.



1-2 Apparently, Nintendo no longer has any hang-ups about bloody killings and mutilated corpses. Welcome to the cover, Mario.

Familiar enemies abound (albeit with a new look), but are there even more powerful monstrosities waiting around the next corner?





# Rally Cross

SYSTEMS: PLAYSTATION  
PUBLISHER: SONY COMPUTER ENTERTAINMENT  
DEVELOPER: SONY INTERACTIVE STUDIOS  
RELEASE DATE: MARCH

**W**ith the current rash of off-road racers coming to market, it isn't easy to tell one from the other, but being created by one of the PlayStation's top devel-

opers is a good start. Sony Interactive Studios has established its good name by creating the best 32-bit sports games on the market, but *Rally Cross* marks the studio's first effort into the

non-sports category.

There are a total of 20 different cars to choose from, each of which handles and performs differently. The six tracks included can be raced forwards or backwards and each features a completely different environment and racing conditions. To enhance the replay value, a tournament and season mode have been included. The most notable feature in *Rally Cross* is a quad-split screen that allows four players to race head-to-head on one TV.

From what we've seen, *Rally Cross* is one of the best racing games coming to the PlayStation, so keep an eye on this one.

- 1 The six tracks vary from dusty roads to this winter wonderland.
- 2 As you peel out, you can actually see the tire tracks in the dirt. It really adds to the driving experience.
- 3 The crash sequences are so beautiful, you almost want to wreck your car.



# Riven

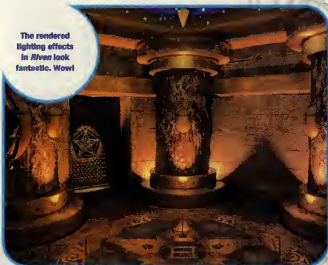
SYSTEMS: PC  
PUBLISHER: BRODERBUND  
DEVELOPER: CYAN, INC.  
RELEASE DATE: SUMMER '97

**D**epending on who you ask, *Myst* was either the best graphic adventure ever made, or a colossal waste of time. Some were bored by the pretty pictures and seemingly senseless puzzles, while others somehow felt like a part of the game, completely submerged in its reality. No matter what you thought, though, get ready for the sequel, because it's going to be even better.

As you can tell from these screen shots, *Riven* will contain the same quality of rendered graphics and environmental detail that made *Myst*

such a huge hit. Many games have tried to follow in *Myst*'s footsteps and failed, usually because the worlds were so far-fetched. That's not the case with *Riven*. Rand Miller, president of Cyan, says, '*Riven* is being created with the same attitude that drove *Myst*, create what we would consider to be the most immersive experience possible on a computer.' Although it's far too early to see anything other than the screen shots of rendered backgrounds, we can only assume that the ideology that made *Myst* such an incredible title will work its magic on *Riven*.

The rendered lighting effects in *Riven* look fantastic. Wow!



- 1 A strange machine awaits a solution to its mystery.
- 2 Just as in *Myst*, photo-realism combines with rendering to create beautiful scenery.
- 3 You never know what you'll find in *Riven*.



# Fighters Megamix

SYSTEM: SATURN  
PUBLISHER: SEGA  
DEVELOPERS: SEGA (AM2)  
RELEASE: JUNE 1998

Could AM2's surprise fighting masterpiece be Sega's killer combo?

**F**arguably the best home fighting game ever, *Fighters Megamix* from the incomparable AM2 development team is the first big surprise of 1997. The idea is relatively simple — take one groundbreaking fighting game (*Virtua Fighter 2*) and combine it with yet another equally impressive achievement (*Fighting Vipers*) and suddenly you have what can only be considered the ultimate fighting game experience. Bringing together all the intricate details that makes each of these games what they are and balancing them against each other may seem like a near impossible task, but the results so far are absolutely staggering.

Granting *Virtua Fighter* characters, for example, the advantage of new armor breaking moves to deal with their armor clad counterparts is just one simple adjustment made to smooth out the potential rough edges. In upgrading all the characters in this manner, *Megamix* manages to create an extremely well-balanced and chal-

lenging game with a world of exciting possibilities in each round.

What make *Fighters Megamix* truly special is the extra mile that the developers have insisted on going with this title. It would have been easy enough to put the two sets of characters together and call it a game, but that was only the beginning. The first feature most players will notice is the new graphic approach used in creating the *Virtua Fighter* characters. Gone are the fake lighting techniques and blocky appearance of *VF2*, and in their place are smooth, gouraud shaded characters with a far more natural appearance. Of course, the *Fighting Vipers* characters feature this same ultra-smooth look. Equally altered are the *Virtua Fighter* stages, which no longer include ring-outs. In *Megamix*, there is a choice of two kinds of stages — "Walled" or "Open". In the open arenas, there are no ring-outs or walls, so the advantage naturally goes to the *Virtua Fighter* characters, but in the walled arenas, it's the *Fighting Vipers*

characters who can take special advantage of their surroundings with special wall moves.

Among the many elements added into the gameplay model is the "Dodge" move from *Virtua Fighter 3*. The similarities to *VF3* do not end there, however. Also added are



The combination of *Virtua Fighter* and *Fighting Vipers* characters in one game is only the beginning.

several of the new moves featured in *VF3*. To compensate for these awesome new attacks, the developers managed to include a few new moves for the *Fighting Vipers* characters as well. Another gameplay feature added for every player is the mid-air recovery move initiated in *Fighting Vipers*. What's great about this feature, however, is that the *Virtua Fighter* characters actually do their recovery moves a little differently to coincide with the alternate feeling of weight in the *Virtua Fighter* series. It's in concentrating on these kinds of subtleties that this unusual game concept begins to not only feel natural and thoroughly planned, but amazingly advanced also.

The final arena in which AM2 has gone well beyond the call of duty is in the many modes and extras included in the game. To begin with, the game is divided into nine different trials, at the

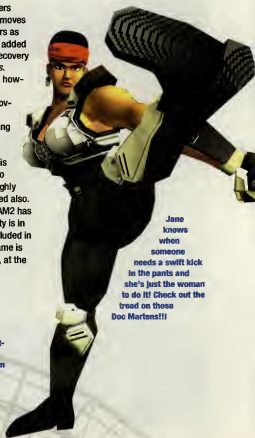
end of which the player is rewarded with secret characters.



1-3 The smooth, gouraud shading of the *Virtua Fighter* characters gives them a far more natural look than the original *VF2* for Saturn.



*Fighters Megamix* features some exciting new moves from *Virtua Fighter 3*.



Jane knows when someone needs a swift kick in the pants and she's just the woman to do it! Check out the tread on those Doc Martens!!!

An example of a trial could be beating all the girls in the game, or beating all the *Virtua Fighter* characters in a row. At the beginning of the game, only four of the trials are revealed and, as the player accomplishes these challenging goals, new trials and new secret characters are revealed. As for the identity of the

secret characters, the answers lie in other AM2 games. So far, we are aware of characters from *VF Kids* and *Virtua Cop*. Also included in the long list of value-adding features are: a practice mode; a survival mode, which times the player on the destruction of their opponents; a team battle mode and, of course, a Vs. mode. All put

together, the numerous gameplay modes, the secret bonuses, variety of characters, and innumerable gameplay possibilities are sure to add up to one of the most long lasting and out-and-out enjoyable fighting games ever.

1-2 New outfits for people like Mahler and Candy help give familiar characters a new look.



1-8 With a list of new moves, familiar characters like Kage become a whole new challenge to master. Also added is the valuable 'Dodge' move from *Virtua Fighter 3*.

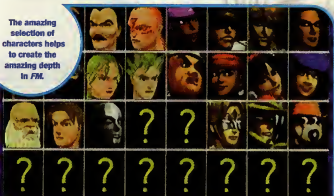


1-3 Features such as the 'wall jump' are seamlessly integrated into the gameplay of FM.



1-4 Redone backgrounds give the game a fresh new look throughout.

The amazing selection of characters helps to create the amazing depth in FM.



AM2

PRESS START TO OPTION



1-2 The expanded 3D possibilities created by the 'Dodge' move create a world of new gameplay dynamics.  
3 Trademark moves like Sanman's 'Bowling' throw take on a whole new meaning when there is no wall off which to bounce an opponent.



1-5 One of Wolf's new *Virtua Fighter 3* moves included in the game starts with a grapple hold and ends with a big bang.



1-3 Some of the smoothest animation in any fighting game ever is illustrated by some of your favorite characters. First Sarah and Mahler dance together in a ballet of deathly consequences, then Tokio deftly dodges Pal's powerful flip kick and finally Candy unloads with that swift, smooth and strong low kick of hers.



For fans of the *Virtua Fighter* series, there's nothing quite like seeing Akira winding up for a powerful blow.



1 To create an original feel throughout, the developers have created an innovative new 'Trial Mode' with secret characters given as rewards for success.  
2 Since the *Virtua Fighter* arenas no longer include ring outs, players have a great opportunity for long lasting fights.  
3 Need we say more?



# VIDEO GAMES

Shop our Online Catalog! [www.edmag.com/chips.html](http://www.edmag.com/chips.html)

**Call NOW to Order**  
Source 10846  
**802-767-3033**

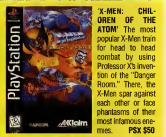
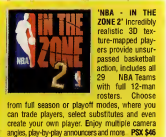
**CHIPS & BITS INC.**

**Int'l 802-767-3033 Fax 802-767-3382**

POB 234 Dept 10846 Rochester VT 05767

\*\*\*\*\*

**Customer Service:** [chiserv@sever.net](mailto:chiserv@sever.net)



NINTENDO 64			NINTENDO 64			PLAYSTATION			PLAYSTATION			PLAYSTATION			SATURN			SATURN			SATURN		
HD Gull	366	NBA Slam Pro	329	2 Xtreme	\$50	Incredible Hulk	\$50	Perfect Gears	\$54	ASDF Fighting Stick	\$34	Marvel Super Heroes	\$52	Virtua Cop 2 again	369								
Heroes vs Precious	364	NBA Street AV Cable	310	7th Street 2 11th Hour	\$50	Into the Shadows	\$52	Parlor Games	\$52	Anti Trilogy	\$30	Necromancer 2	\$49	Virtua Fighter 3	368								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	Jumpy Jump 3rd	\$42	Pave Seal	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad & Banni	369	NBA Super Dux Plus	321	ASDF Control Pad	\$32	King of Fighters 95	\$51	Power Slave	\$46	Andrath Racing 97	\$48	Mega Man 8	358	Virtua Fighters 2	364								
Mad &amp																							

Standard U.S. Mail	Priority Mail	Federal Express	Federal Express	Mail to Canada	Mail to The World
1-5 days	2-3 days	2-3 days	2-3 days	2-3 days	2-3 days
Per order	\$1.00	\$2.00	\$4.00	\$2.00	\$2.00
Per item	\$1.00	\$2.00	\$4.00	\$2.00	\$2.00
Per item	\$1.00	\$2.00	\$4.00	\$2.00	\$2.00



# Scud Racer

SYSTEM: ARCADE  
PUBLISHER: SEGA  
DEVELOPER: SEGA  
RELEASE DATE: MARCH

From the team responsible for Sega's racing masterpiece, *Daytona USA*, comes the very first Model 3 racing game, tentatively called *Scud Racer*. Featuring the fabulous

Dodge Viper, *Scud Racer* is a hyper-realistic racing game with the most detailed graphics (foreground as well as background) ever seen in any racing game. As the number two title on



*Scud Racer* is sure to be one of the most realistic racing games ever for any system.



the mega-powered Model 3 board, *Scud Racer* is set to take the 'wow' factor of *Virtua Fighter 3* a step forward in showing exactly what the board can do at high speeds. Of course, the most exciting thing about *Scud Racer* is not the graphics, but the sheer driving goodness that Sega racing games have come to mean over the years. There are even reports that this game could already be in translation for the Saturn, but don't expect any home system to be able to match this kind of performance.

Offering all kinds of courses, from futuristic inter-city highways to airport runways (?), *Scud Racer* promises lots of high speed thrills and chills for the true arcade racing aficionado! So get those quarters ready, racing fans — *Scud Racer* is on the way!

1 The background graphics redefine the term 'detailed'.

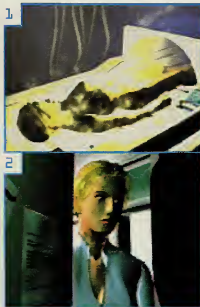
2 Racing at the airport? Is that really safe?

3 Flying through the city streets in your brand new Dodge Viper is a thrill you may never know for real, so be sure not to miss it.

4 Smooth lines like these can only be done on a machine like the Model 3 board.

# Enemy Zero

SYSTEM: SATURN  
PUBLISHER: TBA  
DEVELOPER: WARP  
RELEASE DATE: TBA

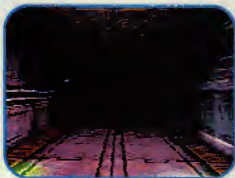


Warp's latest interactive movie, *Enemy Zero*, is nothing short of amazing. The game comes on four discs (the first disc being titled Disc Zero), and features the same main character from *D*, Laura. However, there's absolutely no continuity between the plot of *Enemy Zero* and *D*.

Warp managed to produce SGI quality with Amigas for *D*, so you can imagine what they've done with SGIs this time around. Also, the corridors are now played out in real-time using polygons, allowing free movement possible.

1 Your adventure begins when you awake from some sort of suspended animation.

2 What's behind door number one? Be careful... Laura can now be killed!



Wandering around freely in polygonal corridors is something you couldn't do in *D*.



*EO* sports some of the most amazing CG graphics ever seen in a video game, plus it's four CDs long!

*Enemy Zero*, the antagonist, is invisible, therefore it's a must for Laura to use a special ear piece to track the creature's movements. When the *Enemy Zero* and other baddies close in, the beeps become higher pitched, getting louder and faster. Scary stuff! *Enemy Zero* is truly an interactive experience that must be experienced in a home theatre. In other words, play this game in surround sound. The game has no US publisher yet, but as high quality as *EO* is, we're sure it's only a matter of time before we see it over here.

"Carnage runs rampant..."

★★★★

— Next Generation

"[Kain's] plot is complex — and gory — enough to satisfy even the most die-hard RPG player."

— Electronic Gaming Monthly

"Kain is a powerful, persuasive and exciting new character..."

— Game Informer

"the gaming equivalent of Braveheart."

— Next Generation

# KEEP THIS GAME OUT OF THE REACH OF CHILDREN

— P.S.X.



## GORY COMBAT ACTION

Brimming with 170 horrifying enemies and 21 demented spells — each with a unique bloody graphic.



# ACTIVISION

**Blood Omen: Legacy of Kain** is distributed by Activision.  
Crystal Dynamics and Blood Omen: Legacy of Kain are trademarks of Crystal Dynamics.  
©1996 Crystal Dynamics. Activision is a registered trademark of Activision, Inc.  
PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.  
All rights reserved.

## VAMPIRE BLOODFEST

Drink the blood of your victims, then morph into one of four sinister forms to escape — vampire, wolf, bat or mist.



## EPIC PRODUCTION

A staggering 100,000 plus screens and 120 hours of blood-spraying adventure enhanced with 25 grisly minutes of full-motion, 3-D animation.



Explore the carnage  
at [www.activision.com](http://www.activision.com)  
or [www.crystald.com](http://www.crystald.com)

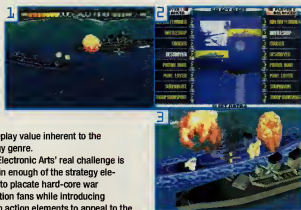
# Battlestations

SYSTEM: PLAYSTATION  
PUBLISHER: ELECTRONIC ARTS  
DEVELOPER: ELECTRONIC  
RELEASE DATE: MARCH

**A**lthough details on this title are still a little sketchy (despite the game's imminent release just a few months away), *Battlestations* seems to be a strategy game in the same vein of last year's award winning

*Iron Storm* from Working Designs.

The one or two player gameplay centers around a modern naval scenario where the combatants can select their own fleet and fight their way to capture a harbor, destroy an opposing fleet, or engage in ship-to-ship combat. Unlike *Iron Storm*, Electronic Arts promises that *Battlestations* will put a significant amount of focus on 3D action gaming while retaining a good dose of strategy game elements. The ability to initiate a number of different campaigns should help to retain the



high replay value inherent to the strategy genre.

Electronic Arts' real challenge is to retain enough of the strategy elements to placate hard-core war simulation fans while introducing enough action elements to appeal to the non-traditional strategy gamer. From the looks of the accompanying screen shots, they're off to a nice start. But even if *Battlestations* falls short of completely satisfying both sides of the equation, the title adds the type of diversity to the PlayStation line-up that could only be found on the Saturn just a few short months ago.

- 1 Even the most diehard strategy fan can't help to be intrigued by the prospect of action-oriented ship-to-ship combat.
- 2 The ability to create and customize a fleet offers the potential for substantial gameplay depth.
- 3 Know your enemy and you shall always be victorious.



What you get to do: Shoot with gun, shoot with D-pad, shoot with D-pad and partner, shoot with gun and partner,

©1997 SegaSoft Inc. All rights reserved. SegaSoft and the SegaSoft logo are trademarks of SegaSoft Inc. Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn is a trademark of Sega. Scud: The Disposable Assassin, the character



# Dark Rift

SYSTEMS: NINTENDO 64, PC

PUBLISHER: VIC TOYAL

DEVELOPER: CHRONOS

RELEASE DATE: MARCH

**A**lthough *Criticom* wasn't exactly an overwhelming success, the game did feature attractive (but flawed) graphics and an intriguing cast of characters. Now, the developers at Chronos are nearing completion of *Dark Rift* — if not a true sequel to *Criticom*,

then at least a spiritual successor.

Details regarding *Dark Rift* have been sparse, but the 3D polygonal fighter is said to utilize optical-motion capture animation, real-time scaling, and a high frame-rate, which should eliminate the choppy animation

problems exhibited in *Criticom*.

The game features eight playable characters and two bosses, plus fighting arenas with varying gravity.

Set for a first quarter release, the PC version of *Dark Rift* will follow about a month after the N64 release. Early buzz from Nintendo product testers is one of great enthusiasm. The only things that may be missing for



1 The N64 should have the power to optimize movement in the 3D arenas. 2 Hand to hand combat is good, but *Dark Rift* is loaded with special attacks and projectile fighting.

the N64 game are the great rendered intro sequences featured in *Criticom*, but that will be a small loss, if it has been exchanged for a cartridge full of great gameplay.

shoot with D-pad and gun, shoot with gun in each hand. What you don't get to do: Recite poetry, pick daisies, hug lovable stuffed animals.

and Sunsoft. Just Got Fun! are trademarks of Rob Schrab. Windows is a trademark of Microsoft Corp. FOR A FREE WINDOWS '95 DEMO OR TO ORDER SCUD DIRECT, CALL 1.866.SEGASOFT WWW.SEGASOFT.COM SEGA SOFT™





# War Gods

SYSTEM: PLAYSTATION, NINTENDO 64  
PUBLISHER: WILLIAMS ENTERTAINMENT  
DEVELOPER: WILLIAMS ENTERTAINMENT  
RELEASE DATE: MARCH

Can this arcade loser become a god at home?

**A**lthough the public's reception of Midway's oft-delayed arcade game has been lukewarm, War

*Gods* has been slated for release on both the Sony PlayStation and the N64 by William's Entertainment.

A number of improvements to the game are being considered in an attempt to improve the gameplay of the arcade release. Unconfirmed improvements include a Practice Mode, playable bosses, combo breakers, and adjustments to the game's AI.

William's hopes that these tweaks will reveal the potential of *War Gods* and increase its popularity over its arcade performance.

Elements that will make the transfer to the home consoles unchanged are the graphics with real-

What good is a combat game without Kerri Hoskins?



If you're a God, rules don't apply when it comes to combat.



life actor's motions and appearances laid onto real time 3D models through a process called Digital Skin technology. The accompanying PlayStation screen shots show that the arcade quality graphics have made the transition to home virtually unscathed. Only the flame effects in the PlayStation version show any degradation in quality.

All of the original fighters and all of the moves will make it over to the consoles, but there will probably be some differences between the Nintendo 64 and PlayStation versions. Count on the N64 *War Gods* having virtually no load time and better graphics than the PlayStation, while the PlayStation, with its greater storage capacity, could feature more secret characters and levels.

But the key to *War Gods* success on the consoles will be if the choppy character animations and awkward gameplay can be improved, so that *War Gods* will get a serious reappraisal by legions of bloodthirsty gamers.



1 As these PlayStation screen shots attest to, the graphics for the most part have ported admirably from the arcade version.  
2 Kabuki Joe? Stop! It hurts when I laugh!

1 Women! Count on them to always bring someone else into an argument  
2 Hopefully, the flame effects in the Nintendo 64 version will be a step up from the PlayStation version.  
3 Blood is back!





# Apocalypse

SYSTEM: PLAYSTATION  
PUBLISHER: ACTIVISION  
DEVELOPER: ACTIVISION  
RELEASE DATE: OCTOBER

**S**et in a dark, foreboding future where science and religion have once again become enemies (remember the Scopes Monkey Trial?), *Apocalypse* promises to be a fast-paced action game presented in cinematic style. You're teamed with a computer partner who fights with you in a battle against The Four Horsemen (War, Famine, Plague and The Beast).

Activision has created a new technology called Activation, which enables the developers to incorporate traditional key-framed animation, motion-capture, and inverse kinematics into a fully controllable 3D world. This combination of animation techniques promises to create realistic actions, seamless transitions, and unequalled control. According to Bobby Kotick, CEO and Chairman of Activision, '*Apocalypse* pushes the boundaries of over-the-top action with the most real-



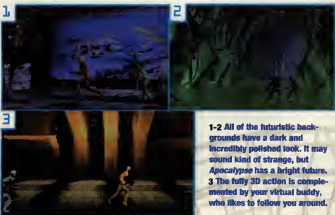
Even up close, the polygonal figures look and move incredibly real.

istic and responsive characters ever featured in an action game.

We haven't played this game yet, but the video and screens we've seen suggest that *Apocalypse* really could be a groundbreaking title. Since this isn't slated until fall '97, we'll have many more chances to update you on the progress of this one.



The different camera angles give a real cinematic effect to the game.



1-2 All of the futuristic back-grounds have a dark and incredibly polished look. It may sound kind of strange, but *Apocalypse* has a bright future. 3 The fully 3D action is completely moved by your virtual buddy, who likes to follow you around.



## IT'S AMAZING THAT YOU SURVIVED WITHOUT IT.



## JUSTIFIER<sup>®</sup> SPECIFICATIONS

**COMPATIBLE WITH ALL SONY PLAYSTATION GAMES**

- KONAMI'S LETHAL ENFORCERS I & II™
- KONAMI'S CRYPT KILLER™
- DIE HARD TRILOGY™
- PROJECT HORNED OWL™
- AREA 51™

**WEIGHT: 7 OUNCES**

**RANGE: 5-7 FEET**

**SIZE: 8 INCHES FROM NOSE TO BUTT**

**THE LICENSED GUN FOR THE SONY PLAYSTATION.**

PROJECT HORNED OWL is a trademark of Sony Interactive Entertainment Inc. © 1996 Sony Computer Entertainment Inc. © 1996 KONAMI. DIE HARD TRILOGY is a trademark of Twentieth Century Fox Film Corporation. All rights reserved. AREA 51™ © 1995 Atari Games Corporation. All rights reserved. Developed by Mega Logic, Inc. KONAMI is a registered trademark of Konami Games Inc. Used by permission. Horned Owl and JUSTIFIER are registered trademarks, and CRYPT KILLER™ and LETHAL ENFORCERS I & II™ are trademarks of Konami Co. Ltd. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. © 1996 Konami of America, Inc. All rights reserved.

**WWW.KONAMI.COM**



# Army Men

SYSTEM: PC  
PUBLISHER: 3DO  
DEVELOPER: 3DO  
RELEASE DATE: END QTR

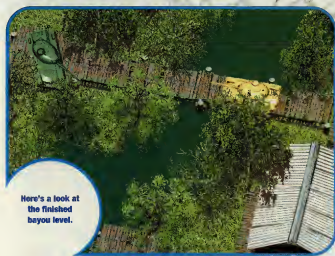
## Plastic army men come to life in 3D0's answer to *WarCraft*

**T**he little plastic soldiers that we all grew up with as kids are coming to the PC in 3D0's new real time strategy game, *Army Men*. But *Army Men* will be more than just another *WarCraft* II or *Command & Conquer*, as its many unique features set it apart from the clones.

The units are very detailed renderings inspired by plastic toy soldiers.

Each is created in 3D Studio MAX with a plastic texture laid over a wireframe, as these screenshots show. From there, the artists animate the figures so that they run, fire and die in poses drawn from the classic stances of the original toy soldiers. It's a cool look, and reminiscent of the soldiers in *Toy Story*, but the 3D0 team says they thought of the idea before the movie ever came out. The reason they come up with the plastic soldier look was to be able to sell the game in Germany, where blood and guts in video and computer games is not allowed. By using plastic units, they would be able to sell in that important market. The models ended up looking so cool, they decided to keep the plastic look for all markets.

The game doesn't just look different from other real time strategy games, but plays differently, too. You actually take the field in



1-2 Wireframe renderings show what's underneath the tanks and helicopters.



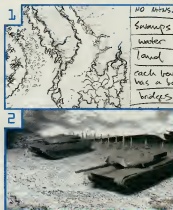
1 The desert levels are wide open and good for vehicles. 2 3D0's new real-time strategy game stars the plastic army men from childhood. 3 Each level starts out as parts of a detailed pencil sketch and are fleshed out from there.



From polygon to wireframe to finished model, the soldiers in *Army Men* are quite detailed.

your command vehicle, whether it is a tank, helicopter or halftrack. From there you give orders to your units, and they use sophisticated AI routines to carry out those orders, avoiding enemy fire and radioing back to you for help when they get in trouble. You'll also use your command vehicle to transport your men in and out of engagements, and help them fight.

Different terrain will dictate different strategies, and prompt you to use a different command vehicle. The game will have 20 levels and a number of different units, including bazookas, flame-throwers, machine gunners, riflemen, tanks, halftracks and helicopters.



1 Game levels start off as conceptual pencil sketches. 2 Black and white cutscenes provide transitions between levels.

Proper use of your field artillery can save you a lot of little plastic buddies!





# MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



## MEGA MAN 8<sup>™</sup> ANNIVERSARY COLLECTOR'S EDITION



brings you brand new Mega features and classic Mega moves. The whole cast has returned with devious **new enemies**, **smooth animation**, and endless **customizing upgrades**. Plus, the best **Japanese anime battle intros** available on any platform today! In honor of the Legend's 10th anniversary, we've also included a gift with every package. It's a **full color collector's anthology booklet** of Mega Man artwork previously unreleased in the U.S.

Welcome back, Mega Man!

© CAPCOM CO., LTD. 1996, 1997 © CAPCOM U.S.A., INC. 1996, 1997. ALL RIGHTS RESERVED. MEGA MAN is a trademark of CAPCOM CO., LTD. CAPCOM is a registered trademark of CAPCOM. The PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. Sega and Saturn are registered marks of Sega Enterprises, Ltd.



**CAPCOM**  
www.capcom.com



# Rage Racer

SYSTEM: PLAYSTATION  
PUBLISHER: NAMCO  
DEVELOPER: NAMCO  
RELEASE DATE: TBA

Somewhere between *Ridge Racer* and *Rave Racer*? It certainly sounds like it

Historically, *Ridge Racer* is a significant title for the PlayStation. The original killer-app marked the start of Namco's relationship with Sony and the beginning of Namco's astonishing rise to third party dominance on

the system. *Rage Racer* marks the fifth game in the *Racer* series, with the time line going like this: *Ridge Racer*, *Ridge Racer 2*, *Rave Racer*, *Ridge Racer Revolution*, then *Rage Racer*. I think it's time Namco got a thesaurus or something.

Thesaurus or not, Namco definitely has a couple of graphical additions for the Big Almanac of PlayStation Games, including more detail, smoother frame rates and better texture-mapping than any previous Namco title. Graphics are a very big part of what makes *Rage Racer* interesting. Light-sourcing has been brought in to improve the bright, primary contrast that you've come to expect from *Ridge Racer* games. Cars are more detailed and varied, with everything from Japanese super-coups like the fabled Nissan Skyline, to flatbed lowrider trucks. This new-found variety is seen in other areas, too. You can choose to race in a brand new Grand Prix mode, which not only breaks from the monotony of time trials, but also allows you to buy new cars mid-season, or enhance your existing vehicles in a menu-driven shop.



1 Big hills require big skills, like down-shifting to get more torque — a new requirement in *Ridge Racer* games.  
2 Big cars cost money, but until you save some, you not enjoy this little English death-trap?



1 Of course, this turn would be easier with a NegCon controller. 2 This grade just screams for a downshift! 3 The game has tons of beautiful scenery, and some nice buildings, too. 4 Better pass him quick, someone's coming up fast in the rearview!



As you can see, the view is beautiful, and clipping virtually non-existent.



The big question with any *Ridge Racer* game has to be about track variety. The bad news is that *Rage Racer* has the typical one-track-with-three-variations problem, but the good news is that the variations are HUGE. Apart from a couple of short sections, you seldom see the same route twice. There's even a short, *Daytona*-style oval thrown in. Add to that the secret stuff (mirror mode, etc.) and you have a much, much bigger game, so Namco racing fans have a lot to look forward to.



1 Adjusting the specifications of existing vehicles is cheaper than buying new stock.  
2 Alternate track routes are marked by detour arrows — which sometimes can be a little confusing.

Yes, you're right. That is the Parthenon. There's nothing old fashioned about this chariot, though!



# THE OFFICIAL SPORT DRINK OF THE PROFESSIONAL UNDERGROUND LEAGUE OF PAIN.

DISC-BASED. Winner of Family, Big Gaming Day, Game Underdogs and is accepted as responsible for sponsored sports or licensed athletes. Play smart! Always carry emergency medical information with you. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. The rating icon is a trademark of the Interactive Digital Software Association. Pain, the Pain logo and Professional Underground League of Pain are trademarks of Psygnosis Ltd. © 1995 Psygnosis Ltd.

WELCOME TO THE FIRST  
SPORT SIM WITH R  
DISTINCTLY VIOLENT FLAVOR.



No referees. No rules. In this league it's pummel or be pummled, beat or be beaten. Your challenge is to guide a six-man team through a gauntlet of 15 international teams in practice, league or cup play.



The first futuristic sport sim to deliver ultra-realistic game play with full sports management capabilities. Crush the life out of your opponents from multiple camera angles with full multi-player capability.



Torment your opponent and score goals while experiencing real-time light-sourcing and the highest resolution available for PlayStation.



www.psygnosis.com





# Rush Hour

SYSTEM: PLAYSTATION  
PUBLISHER: SANI/PSYGNOSIS  
DEVELOPER: PSYGNOSIS  
RELEASE DATE: MARCH

**T**he day of the overhead racer was once thought to have passed, but apparently not with games like *CrimeWave* from Eidos

and *Dare Devil Derby 3D* from Mindscape both making an appearance in the last year. While other recent *Micro Machines* style games

have demonstrated a fair use of 3D landscapes, *Rush Hour* from Psynosis looks to be the leader of the pack in this particular arena. From high above, the player is treated to a variety of elaborate and exotic locations all built in full 3D. Some of the exciting game-play features include a zooming camera view which brings you right down on top of the action, a long list of vehicles including everything from Jeeps to Porsches, and a two player split screen mode. If Psynosis' history has any bearing on the continued development of this promising title, we're in store for plenty of visual treats and fast rate gameplay by the time the final code makes its way into our hungry little hands.

- 1 Though the view would have allowed some cheating on the 3D graphics, *Rush Hour*'s graphics are beautifully detailed! 2 Exotic locations, such as the Bay Side track, give this game a sense of really not known to other overhead racers.
- 3 With thorough control over the zooming camera, the player decides how close to get to the action.
- 4 The hilly 3D terrain gives the game a real sense of depth and variety.



From the makers of *Wipeout XL* comes this hot micro-machines knock off.



# Mech Warrior 2

SYSTEM: PLAYSTATION  
PUBLISHER: ACTIVISION  
DEVELOPER: QUANTUM FACTORY, INC.  
RELEASE DATE: MARCH



- 2 Don't fire until you see the whites of their eyes. 3 There are now even more missions to choose from in this PlayStation version.

**W**hile there have been several Mech related games released for 32-bit systems, most have emphasized straight action over the simulation aspect. With *Mech Warrior 2*, Activision seems to have found a solid middle ground that will keep sim fans happy, but still maintain a nice arcade flavor. Now sporting 48 missions and some new options, *Mech Warrior 2* ensures

- 1 Power-ups like this increase your mech's power, but they are hard to find.

that this PlayStation port will have more replay value than its PC predecessor.

There are a variety of Mechs to choose from, and you can customize them according to the requirements of the missions. The battlefields are even more detailed, with enhanced terrains only seen on the 3-D accelerated PC version. Control takes a bit of getting used to, but after a couple of training missions, you'll be blowing up bad guys with the best of them.

While *Mech Warrior 2* doesn't have the flashiness of some of the other mech titles, it does have a more realistic feel to it and mech fans should waste no time in checking it out.



Enemies like this will keep you on your toes.

# Need For Speed 2

SYSTEMS: PLAYSTATION, SATURN, PC  
PUBLISHER: ELECTRONIC ARTS  
DEVELOPER: EA STUDIOS, CANADA  
RELEASE DATE: APRIL

Drive the cars of the rich and famous, without insurance!

The developers of *NFS2* have thrown out last year's successful game engine and created an all new one for the PC and PlayStation

versions, which allows the game to move 50% faster than its predecessor. And amazingly, there are also 50% more polygons, which show up in the

highly detailed cars and richer 3D backgrounds. As you race around the track, there are 3D objects that now react to being hit, while improved freedom of movement allows the cars to go off-road.

All of the cars in *NFS2* are completely new. This time, the cars are one-of-a-kind types that are out of

the price range of anyone without the last name Gates. The new vehicles in this version include: The McLaren F1 — the fastest production car in the world at 627bhp and 231mph; Lotus GT1 — this is the roadcar version of Lotus' brand new 550bhp race car; Lotus Esprit V8 — twin turbo-charged V8, the best handling of the bunch; Ford GT90 — concept car boasting 720bhp and 235mph; Ford Indigo — 450bhp Indy car for the road; Jaguar XJ220 — Jaguar's supercar clocking in at 680bhp and 230mph; ItaiDesign Cala — designed for Lamborghini by



ItaiDesign, Lamborghini's newest concept car; and one yet-to-be-signed untouchable. With a collection of cars like this, *NFS2* is certain to catch the eye of any car buff.

All of these exotic cars will have completely new international tracks to race on. Tracks in Norway, Vancouver, Mexico, Europe, Nepal, Greece, Australia, each have their own combination of 'environments' — coastline, tundra, urban, forest, alpine, jungle, village, ruins, lakes, resorts, flatland, fantasy, roller coaster, desert, savanna

— that allows the player to drive through every possible geographical scenario. This easily gives *NFS2* the most tracks in number and variation of any video game out there.

The split-screen option will be present for both the PC and PlayStation version. Other improvements from the original include overpasses, larger 3D objects, 11 racing opponents, two difficulty settings, and a crash cam. With all these improvements, we look forward to *NFS2* being one of the most promising titles of this early year.

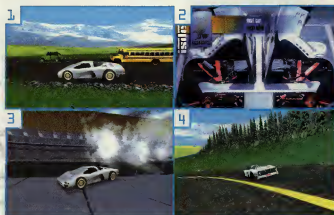


- 1 All of the tracks are super long and full of twists and turns.
- 2 The new super-cars are all completely accurate in detail.
- 3 The high-speed racing now lets you go off-road. You can even attempt short-cuts through the hills, although they will usually end in a big crash.



- 1-2 The in-car view features an impressive dashboard, an amazing rear-view mirror, and a great feeling of speed.

- 1 There are over 20 new-racing vehicles to get in your way, including this school bus.
- 2 Footage was shot in Italy and England to capture the beauty of these untouchables.
- 3 The smoke and real-time treadmarks add a real polished look to the game.
- 4 The tracks feature hills, snow, cobblestone, and a replay camera are a great way to take in all the scenery.



# Ecstática 2

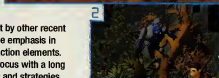
SYSTEM: PC  
PUBLISHER: PSYGNOSIS  
DEVELOPER: PSYGNOSIS  
RELEASE DATE: MARCH

This sequel to the critically acclaimed *Ecstática* comes at a time when the competition for adventure games is extremely tough.

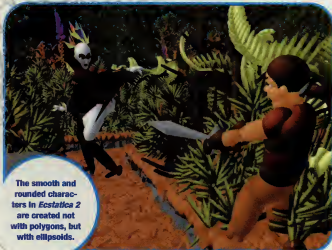
*Ecstática 2* is graphically set apart from other 3D games through its use of a technology called 'ellipsoid 3D', the result of which is extremely smooth

and rounded characters. Comparable on some levels to games like *Tomb Raider* and *Resident Evil*, this third-person action/adventure game is a mix of fighting, exploring and puzzle solving.

Contrary to the precedent set by other recent adventure titles, however, the emphasis in *Ecstática 2* is based on the action elements. The game is tailored to this focus with a long list of complex attack moves and strategies. Expect to fight a large number of 'ellipsoid' creatures in this strange universe filled with medieval mysteries and dangers.



- 1 Expect the emphasis to be on the action elements of the game.
- 2 The medieval setting is well suited for the strange and magical enemy characters.
- 3 As you make your way through the story-line, you will encounter an odd cast of characters.
- 4 The game requires both fighting and puzzle fighting skills.



The smooth and rounded characters in *Ecstática 2* are created not with polygons, but with ellipsoids.

# Nightmare Creatures

SYSTEM: PLAYSTATION  
PUBLISHER: TBA  
DEVELOPER: MINDSCAPE BORDEAUX  
RELEASE DATE: APRIL



There aren't many scarier game names than *Nightmare Creatures*. The game has maintained that same frightening feel, with some of the scariest real-time 3D back-grounds ever seen in a video

- 1 It's dark, it's scary, and it's coming soon! *Nightmare Creatures* looks great!
- 2 The fights in *Nightmare Creatures* are far superior to other games in its category.
- 3 The cinematic feel is accompanied by a great soundtrack that really sends chills down your spine.

game. The way the fog rolls along the docks is phenomenal! Just watching this game is a visual treat.

The game looks like a scary *Tomb Raider*, but once you start playing it, you realize that *Nightmare Creatures* is actually a 3D *Final Fight*. The real-time back-grounds, smooth fighting, and well-conceived 3D engine make this game



You start with a big stick and can move on to pistols and other lethal weapons.

everything that *Perfect Weapon* could have and should have been. The action is fast, controllable, and isn't near as repetitive as games of this kind usually are.

However, the beautiful environments makes us wish this was more of an adventure game. Still, as an action game, this is one of the most promising titles this year.



# DRAGON FORCE™

8 Awesome Warlords!  
8 Different Storylines!  
150+ Playable Characters!  
60+ Hours of Gameplay!

When Magic Was Young,  
And Swords Carved Laws Of Blood,  
Eight Warlords Forgotten To Time  
Rose to Shape Order From Chaos.



This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.



SEGA SATURN™



*Our games go to 11!*™

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. Dragon Force is a trademark of SEGA Enterprises, LTD. Original Game © SEGA Enterprises, LTD. 1996. English Translation © Working Designs 1996. Schwarz! For a dealer near you, call (816) 243-3417. Call 1-800-771-3772 for information on Game Ratings.



# D2

SYSTEM: M2

PUBLISHER: WARP

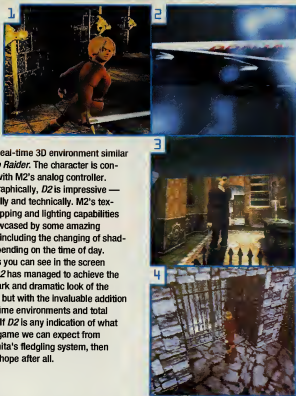
DEVELOPER: WARP

RELEASE DATE: TBA

Warp's follow-up to its enigmatic FMV adventure, *D2*, is the first glimpse of the promise that is M2. The story of *D2* is a continuation of the first game, except this time you are

Laura's son, who must defeat his father.

All the action in *D2* takes place in and around a castle, and the play perspective looks similar to that of *Resident Evil*. However, *D2* is a com-



pletely real-time 3D environment similar to *Tomb Raider*. The character is controlled with M2's analog controller.

Graphically, *D2* is impressive—artistically and technically. M2's texture-mapping and lighting capabilities are showcased by some amazing effects, including the changing of shadows depending on the time of day.

As you can see in the screen shots, *D2* has managed to achieve the same dark and dramatic look of the original, but with the invaluable addition of real-time environments and total control. If *D2* is any indication of what type of game we can expect from Matsushita's fledgling system, then there is hope after all.

Broastingaking is the only word that can describe the incredibly real environments of *D2*.

1 All the intro and story rendered cut scenes look mighty impressive on M2's MPEG video card. 2 The dramatic and ever-changing lighting effects give *D2* the necessary mood.

3 In *D2*, you can actually control the character. It's no longer just an FMV game.

4 From the looks of it, *D2* is truly the next generation *Resident Evil*. Now if the play can hold up, the M2 has at least one winning title.

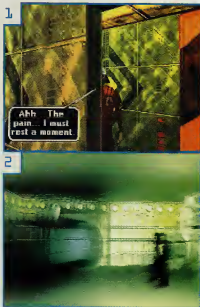
# Sentient

SYSTEM: PLAYSTATION, PC

PUBLISHER: PSYGNOSIS

DEVELOPER: PSYGNOSIS

RELEASE DATE: MARCH



This is not your average console videogame. In fact, *Sentient* can most closely be compared to the classic text adventure *Zork* for the Commodore 64, but with some polygonal modifications.

In essence, *Sentient* is a text-based adventure that takes place in a real-time 3D world. And while the graphics are nowhere near the quality we've come to expect from Psygnosis, the key to this game is the branching plot and depth of conversation. Every decision or conversation leads

1 The interaction between characters is deep. You can literally talk to one peon for hours about different things.

2 The rendered intro and cut-scenes feature the standard Psygnosis special effects, like these explosions. Cool, huh?

Does  
Where  
What  
How  
Can  
Who  
Special

is happening?  
are you doing?  
do you think of  
is that?  
is the status of  
do you call  
is your name?  
should I do now?

the player down a different path and, because there are more than ten endings, the player discovers different ways to solve the problems of the game. *Sentient* takes place on the ICARUS space station and has the player as Garrit, a medical technician, who is meant to investigate an outbreak of radiation sickness. But everything isn't as it seems... That's where you come in to figure out the plot, sub-plot, and even dream sequences. Deep? Yes. Confusing? Most definitely.

There's no doubt that *Sentient* offers something no other PlayStation game can, but it'll be interesting to see

This unique interface should be able to handle just about any question you need answered.

how many gamers will have the patience it takes to work through a full blown, text-based adventure.



As a matter of fact, the Garrit (medical technician) can be found in station 6. That's the second ring on the deck.

The conversation system allows you to use facts as items to uncover more.

# Mario Kart 64

SYSTEM: NINTENDO 64  
PUBLISHER: NINTENDO  
DEVELOPER: NINTENDO  
RELEASE DATE: FEB / MARCH

Mario Kart 64 is finally out!



1-2 The real key to winning is to master powersliding through the turns — it adds about 20 mph to your top speed!

Well, in Japan, anyway. But hey, you better believe we got our copy! We've already logged in more hours poking around on goofy little karts than we've spent working on

next issue. Ahhh, *Mario Kart* — sure, you're ruining our magazine, but you still manage to bring us all closer together. Sniff.

For those of you who've spent the

last few years on another planet (possibly one of Sega's), here's the rundown on the classic *Mario Kart* formula: you pick one of eight classic Nintendo characters, and then race around cartoony tracks while throwing

things like bananas at one another.

While the idea is basically the same in the new 64-bit version, a few key additions have been made since the Super NES original. The most obvious change is in the environments, which are now fully realized in 3D, thanks to the extra power of the N64. In *Mario Kart 64*, the designers went out of their way to add all sorts of hills and

- 1 You gotta love the scenery, like those fat, round cows.
- 2 The characters may be sprites, but you won't have anything to complain about.
- 3 Now you can drag multiple bananas!



Even though the tracks are simple enough to be split four-screens, the graphics are still beautifully done.

changes in elevation, not to mention tunnels, wild jumps, etc., and the extra effort really adds to the action.

Just like the first game, *Mario Kart 64* offers many different modes of play. First, there's the Grand Prix, where you race every track in succession and try to earn enough points to finish first place in the course. Next is Time Trial, where you try to beat a track's record times, and can even race against your own "ghost" — a real-time replay of your fastest lap. Third is the Match Race, where you and up to three

of your friends can race head-to-head. Last, we've got the Battle Mode, where the idea is to race around the specially-designed battle arenas, collecting weapons and shooting it out against your friends. You can play four people here, too, which could make this game more of a crowd pleaser than the legendary *Super Bomberman 2*!

We're all big fans of this game. It's great to see an old favorite not only re-done with better graphics, but with the extra thought and development put into improving the gameplay as well.

- 1 Just like in the first game, if you fall into a pit or off a cliff, Lakitu will pick you back up.
- 2 The racing is a lot rougher this time around, with lots more bumps and crashes.
- 3 The multi-player racing is fantastic, with each player getting a crisp, clean view of the track at a better frame rate than most full-screen games.
- 4 The light-sourced graphics look awesome, especially when passing at full speed!



# Resident Evil 2

SYSTEMS: PLAYSTATION  
PUBLISHER: CAPCOM  
DEVELOPER: CAPCOM  
RELEASE DATE: MAY

Staring straight into the eyes of evil... again

Since word got out that *Resident Evil 2* has been delayed until May, PlayStation owners across the country are understandably disappointed. As we learn more and more about the game's ambitious development, however, it just may prove to be a blessing in disguise. With the pressure of the original game's success (1.5 million units) hanging over its head, Capcom has assured us that *Resident Evil*



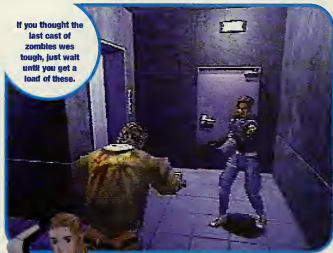
In this case, to serve and protect relates strictly to the first course... you!

*2* will be a case of recreating the magic all over again. As for gameplay improvements, we can expect faster action, with tons more enemies, giving the game that over the top quality it needs to outshine the original. There is also an entirely new cast of characters, includ-

ing a daredevil girl character and, for your protection and service, a rookie cop with an attitude. And to top off the excitement, we can be certain of an even more intense horror aspect this time around. Consider the original simply a case of testing the waters for ghoulish death scenes and the kind of creepy scenarios that make you want to play the game with a friend.

It's difficult to conceive of the success *Resident Evil 2* is likely to enjoy this summer, with even more PlayStation owners out there this year and the typical lack of any serious competition in the summer months. It will also be interesting to see how the game stacks up to the new host of 3D action/adventure games like *Tomb Raider*. If what we're seeing out of Capcom so far is any indication of what to expect, *Resident Evil 2* will more than hold its own in this new super class of 3D gaming and will probably scare the hell out of us all over again.

If you thought the last cast of zombies was tough, just wait until you get a load of these.

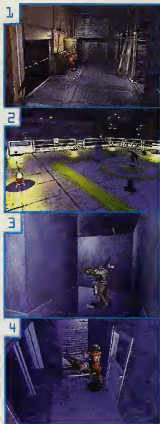


No skimping exploring shorts for Eliza Walker, who models the latest in full leather racing gear.



1 And you thought locking the doors would be good enough. 2 Looks like just another day at the office... 3 No, we don't think this guy is really interested in the job postings on the bulletin board. 4 Hey Midwest, get ready for another bloodbath!

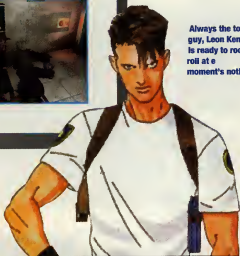
1 With more detailed backgrounds than ever before, the terror is even more convincing this time around.  
2 You remember the birds, don't you?  
3 This is why you'll want to preserve your ammo.  
4 If there's one word these zombies understand, it's persistence.



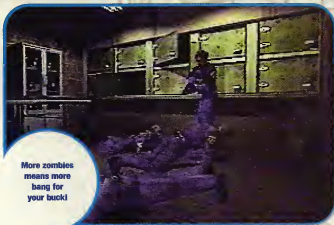




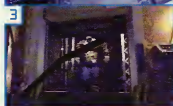
1 It's time for the ennest  
Raccoon City blood  
drivet 2 Who knew  
zombies bled so good?  
3 Men's best friend is  
back end hungrier then  
ever. Bet you wish you  
hadn't worn that  
porkchop suit, huh?  
Nice doggy...



Always the tough  
guy, Leon Kennedy  
is ready to rock and  
roll at a  
moment's notice.



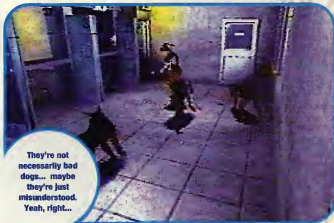
More zombies  
means more  
bang for  
your buck!



1-4 Once again, those fine folks over at Capcom have gone the extra mile to give all  
the settings in *Resident Evil 2* just the right touch of dark, moody atmosphere. It's  
almost like watching a really good horror movie!

## The Story

*Resident Evil 2* picks up just after the action of the original *Resident Evil* ends. The members of the S.T.A.R.S. team have discovered secret bio-genetic experiments being performed outside of Raccoon City. Soon the citizens of this once peaceful town start to notice the spread of what seems to be a minor skin disorder throughout the town. By the time the citizens realize exactly how serious the situation is, it's too late. As the town begins to erupt with a swarm of zombies, our two heroes — Leon Scott Kennedy and Elza Walker — find themselves holed up in the Police Station, facing what seem to be impossible odds. Welcome to *Resident Evil 2*!



They're not  
necessarily bad  
dogs... maybe  
they're just  
misunderstood.  
Yeah, right...



1 Here's more evidence that shows the police are just trying down on the job in Raccoon City! 2 Just as in the first game, a zombie's not really done until you've sealed its  
undead fate with a bullet to the brain. 3 The rumor is that this office complex was modeled after UGP's old offices. 4 Everyone can use a helping hand or two...



# Kowloon's Gate

SYSTEM: PLAYSTATION  
PUBLISHER: SONY  
DEVELOPER: SONY MUSIC ENTERTAINMENT  
RELEASE DATE: MARCH

The game that redefines the word 'twisted'

**W**hen a game is in development for over three years, there are a number of possible out-

comes, the most encouraging of which is a total masterpiece from head to toe, with ground breaking efforts in every

area. *Kowloon's Gate* from Sony Music Entertainment (makers of *Kluge: The Blood and Epidemic*) is by some standards a monumental achievement and therefore could possibly be on its way to this outcome. Never before have we seen such beauti-

fully realized computer graphics

created in such a confident style as those in the walled city of Kowloon. Another masterful feat is the music, which sets the dark and moody tone of the entire game with its bold cinematic orchestration. What's still a mystery, however, is the gameplay. Already in question by many because of its pre-rendered, point and click style of play, *Kowloon's Gate* is meant to be a chal-

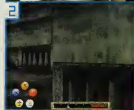
Dark and moody pre-rendered graphics are the rule in Sony's *Kowloon's Gate*.

lenging game of the mind, not a fast-paced action game and will probably only appeal to a select audience.

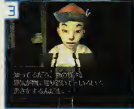
Set in a futuristic, cyber punk, Asian Gothic, post-apocalyptic (take your choice) walled city called Kowloon, the game takes the player on a thoroughly twisted ride, filled with characters similar to that of a Clive Barker movie. The equally bizarre storyline explores the ancient Chinese philosophy of Feng Shui (the art of creating a harmonious environment through the analysis of energy flows) while introducing the player to a host of spirits, both good and evil. Through both text and voice acting, the game's sinister plot is revealed and the player is forced to explore its ruined landscapes. Though most of the exploration is 'track-based' and pre-rendered, there is also a part of the game which is real time 3D, played from a first person perspective.



1 Bizarre characters fill the walled city of Kowloon.



2 The real time graphics in the dungeon give the game a sense of variety.



3 The story line is revealed through both text and voice acting.

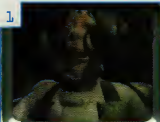
Through the use of colored fog, the player can detect the presence of the spirits.



1 Beckoning the spirits is a risky proposition, but sometimes you have no choice.

2 A mysterious scientist who lives the life of a hermit.

3 Plagued by bad dreams, she links your presence to the happenings in her dreams.



1 The Asian Gothic style defines the look of the game.

2 Some characters are helpful, while others are bitter and distrustful.

# Release List

\* NOTE: All release dates are subject to change at any time

## FEBRUARY

### Nintendo 64

Super Mario Kart 64 - Nintendo

### PlayStation

Broken Helix - Konami  
Command & Conquer - Virgin  
Crypt Killer - Konami  
Death Drome - Viacom New Media  
Down In The Dumps  
- Philips Interactive  
ID4 - Fox Interactive  
Killing Time - Acclaim  
Mechwarrior 2 - Activision  
Midnight Run - Konami  
Nanotek Warrior - Virgin  
Psychic Force - Acclaim  
Road Rage - Konami  
Sign of the Sun - Koel  
Spider - BMG Interactive  
Strange Golf - Mindscape  
Syndicate Wars - Electronic Arts  
Test Drive Dffroad - Accolade  
Zork Nemesis - Activision

### Saturn

Albert Ddyssey Galden  
- Working Designs  
Bubsy 3D - Accolade  
Burn Cycle - Philips Interactive  
Contra: Legacy of War - Konami  
Crypt Killer - Konami  
Devil Summoner - Atlas Software  
Dream Knight - Jaleco  
Duke Nukem - GT Interactive  
Hard Boiled 'Nixon's Revenge'  
- GTE Entertainment  
ID4 - Fox Interactive  
Lunar: TSS Director's Cut  
- Working Designs  
Mass Destruction - BMG Interactive

Sacred Pools - SegaSoft

Scorcher - Sega

Soviet Strike - Electronic Arts

Syndicate Wars - Electronic Arts

The Tick - Fox Interactive

Zork Nemesis - Activision

### PC

Armor Fist 2.0 - Electronic Arts  
Comanche 3.0 - Electronic Arts  
Command & Conquer (Win 95)  
- Virgin  
Dungeon Keeper - Electronic Arts  
Flesh 3D (Win 95) - CroTeam  
Magic: The Gathering  
- Spectrum Holobyte  
MDK (Win 95) - Playmates Ent. Inc.  
Rebellion (Win 95) - LucasArts  
Test Drive Dffroad - Accolade

## MARCH

### Nintendo 64

Body Harvest - Nintendo  
Cu-Dn-Pa - T&E  
Dark Rift - Vic Tokai  
Doom 64 - Williams Entertainment  
FIFA '97 - Electronic Arts  
GoldenEye - Nintendo  
Kirby's Air Ride - Nintendo  
Turok: Dinosaur Hunter - Acclaim

### PlayStation

Ark of Time - Koel  
Armed - Interplay  
Battlestations - Electronic Arts  
Bedlam - GT Interactive  
Castlevania Bloodlines - Konami  
City Lost Child - Sony CE  
Fatal Fury - Sony CE  
ID4 - Fox Interactive  
Lethal Enforcer I & II - Konami

Mortificator (Win 95)  
- Playmates Int. Ent.

Near Death - Atlas Software

Onside Soccer - American Technos

Red Asphalt - Interplay

Shadoan - Ready Soft

Soul Edge - Namco-Hometek, Inc.

Spawn - Sony CE

Tenka - Psynosis

The Divide: Enemies Within

- Viacom New Media

Werewolf: The Apocalypse - Capcom

3D Baseball - Crystal Dynamics

### Saturn

Albert Ddyssey - Working Designs  
Broken Helix - Konami  
Castlevania Bloodlines - Konami  
Die Hard Arcade - Sega  
Jeopardy - Gametek  
Mechwarrior 2 - Activision  
Project Dverkill - Konami  
Shadoan - Ready Soft  
Ten Pin Alley - ASC  
VR Pool - Interplay  
Werewolf: The Apocalypse - Capcom  
Wheel of Fortune - Gametek

### PC

Dark Forces II: Jedi Knight (Win 95)  
- LucasArts  
Kiev - Schwerpunkt  
Mortificator (Win 95)  
- Playmates Interactive Ent.  
Starfleet Academy (Win 95)  
- Interplay  
VR Golf (Win 95) - Interplay

## APRIL

### Nintendo 64

Blast Corp. - Nintendo  
Tetrisphere - Nintendo

### PlayStation

Aaron vs. Ruth - Mindscape  
Grand Slam '97 - Virgin  
MVP Baseball - Data East  
Pinky and the Brain - Konami  
Shining Sword  
- American Laser Games  
VR Baseball - Interplay

### Saturn

Grand Slam '97 - Virgin  
MVP Baseball - Data East  
MVP Baseball - Data East  
Tecmo Super Bowl - Tecmo  
Tecmo Super Bowl - Tecmo Inc.  
VR Baseball - Interplay

### PC

Grand Slam '97 (Win 95) - Virgin  
World Series Baseball (Win 95)  
- SegaSoft

# IMAGINE

IMAGINE GAMES NETWORK

## JANUARY EVENTS

M



6:00PM

### IGN OPEN DAY

Chat live with all five editors of *Imagine Game Network's* videogame websites. All your videogame questions will be answered.



3:00PM

### MOVERS AND SHAKERS

Talk live with Activision: developers of *Zork Nemesis* and *Mechwarrior II* on the Palace in this two hour Q&A forum hosted by *PSX Power*.

T



1:00PM

### THE BIG QUESTION

*Ultra Game Players* Online hosts a special poll. Which game impressed you most over the holidays?



6:00PM

### TEN DEMO DAY

*Next Generation Online* launches ten brand new playable demos to help while away those cold January nights.

W



6:00PM

### EXCLUSIVE MOVIE PREMIER

View the first QuickTime movies of Nintendo's next big game exclusively on *N64.com*.



1:00PM

### ONLINE INTERVIEW

*N64.com's* editor Doug Perry interviews a top Midway designer in a streaming audio feed. Abridged version also available in text.

T



1:00PM

### MOVERS AND SHAKERS

In this downloadable audio file *SaturnWorld* interviews a senior Sega executive.



6:00PM

### BEST PLAYSTATION GAME EVER

Vote for the best PlayStation game yet created in a special *PSX Power* poll.

F



6:00PM

### PALACE CHAT

The editors of *Next Generation Online* discuss the long and short term chances for M2 in IGN's first live debate.



6:00PM

### DAVE PERRY INTERVIEW

*Ultra Game Players Online* interviews Shiny's Dave Perry in a downloadable audio file and text script. QuickTimes of Shiny's new game also exclusively available on the main site.



**NEXT**  
GENERATION  
ONLINE

<http://www.next-generation.com>



**ULTRA**  
GAME PLAYERS

<http://www.ultragg.com>



<http://www.ultragg.com>

Every day, one of the five sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features. And they're all absolutely free.

All you have to do is check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

<http://www.imaginegames.com>

20

6:00PM

#### SATURN VIEW

Download up to 25 first view QuickTimes of Saturn games due to be released in the months ahead courtesy of *Saturn World*.

21

6:00PM

#### ONLINE GAMING DEBATE

*Next Generation Online* hosts a special Palace debate with the heads of TEN and Dwango.

22

6:00PM

#### MAMMOTH COMPETITION

Enter *Imagine Game Network's* huge competition. Over \$10,000 worth of videogame hardware, software and peripherals are up for grabs.

23

6:00PM

#### HOW DO YOU FEEL?

In a detailed *N64.com* poll, vote on your experiences of the Nintendo 64 so far. Is it better or worse than you expected? How about the software? Are you excited about the future?

24

6:00PM

#### THE SATURN POLL

Which genre would you like to see more of on the Saturn. The results will be forwarded to Sega by *Saturn World*. You can make the difference.

27

6:00PM

#### ON THE PALACE

Three industry game gurus answer your N64 queries in a special Palace chat forum hosted by *Ultra Game Players Online*.

28

1:00PM

#### ONLINE INTERVIEW

Capcom's US boss Greg Ballard talks to *PSX Power* in a streaming audio feed. Abridged interview also available as text.

29

6:00PM

#### TEN EXCLUSIVE QUICKTIMES

*Next Generation Online* previews the ten most promising games of the months ahead in a QuickTime extravaganza.

30

6:00PM

#### A DAY AT NINTENDO

*N64.com* spends a day at Nintendo's Seattle offices and brings you a comprehensive report including text, visuals, QuickTimes and audio files.

31

6:00PM

#### PALACE CHAT

All five editors of the *Imagine Game Network* will be live on the Palace to discuss all your queries and points of view.

SATURN WORLD  
[www.saturnworld.com](http://www.saturnworld.com)

N64.COM  
<http://www.n64.com>

PSX POWER  
<http://www.psxpower.com>



# IT'S THE THOUGHT THAT KILLS!

"The next great  
PlayStation fighting  
game has arrived."

- GameFan



"...very different from anything you've ever  
played before." - Ultra Game Players



"...very innovative projectile weapons and  
back ground graphics" - Next Generation



"One of Zuntata's best soundtracks ever."  
- GameFan



TAITO

PSYCHIC FORCE is a trademark of TAITO CORPORATION. PSYCHIC FORCE™ is a trademark of TAITO CORPORATION. All rights reserved. PlayStation and the PS logo are trademarks of Sony Computer Entertainment. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © 1998 Acclaim Entertainment, Inc. All rights reserved.

Eight Psychic Masters of  
Fire, Time, Light and Gravity.  
Enter the mid-air Kekkai arena  
for a flying 3-D maelstrom of  
death-dealing psychic blasts and  
close-quarter killer combos.

Psychic Force. A true  
mindblowing  
experience!

## PSYCHIC FORCE

Mind Blowing Mid-Air 3-D Fighting

**Acclaim**  
entertainment inc.  
[www.acclaim.com](http://www.acclaim.com)

# REVIEWS

## Welcome to the most comprehensive reviews section anywhere

You guys wouldn't believe the amount of pain and suffering we go through to produce this reviews section. First, we've gotta get all these games that no one else has ever seen. Then, as if that wasn't bad enough, we've gotta sit down and play the damn things until our fingers bleed. Finally, we gotta write down what we thought of the game in somewhat comprehensible English! We gotta tell you: It's a nightmare!

But then we think of you gamers out there, and how you depend on us to take the pain, so that you'll know what games are good and what games stink on ice, and we just pick up that heavy burden and continue gaming, 'cuz that's the kinda guys we are, you know? We do it all for you...

### Sports Reviews

074 Area 51

079 Ten Pin Alley

083 Bug Too!

081 Toshinden URA

070 Cool Boarders

078 Crime Wave

070 Gretzky '97

066 Cyber Gladiators

089 NFL '97

067 Dark Savior

068 NFL Gameday '97

071 Dragon Force

087 Virtual Pool

082 Persona

080 Psychic Force

072 ReLoaded

076 Rocket Jockey

064 Soul Blade

## Inside The Score Box

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

• **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. Weighted by 4.

• **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. Weighted by 2.

• **SOUND EFFECTS** Good sound effects can actually help you to "feel" the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small "tick" on contact. Weighted by 2.

• **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? Weighted by 4.

• **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to wait an hour back to the village? Weighted by 4.

• **DEPTH** Ever bought a game, fallen in love with it

the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. Weighted by 4.

• **EXTRAS** Did the game's programmers go for that "little extra", tossing in codes, hidden items, secret screens, or other added bonuses? Weighted by 1.

• **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menu reference this environment? Weighted by 1.

• **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. Weighted by 1.

• **RATING** The total sum of all the categories, divided by 23.



### The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our **ULTRA Award**. This is our guarantee that you'll love these games, so don't miss 'em!

## Rating

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... complex) rating in the industry.

1.0 Extraordinary	6.0-8.9 Very Good	6.0-6.9 Average	4.0-4.9 Seriously Flawed
9.0-9.9 Ultra	7.0-7.9 Good	5.0-5.9 Lacking	0.0-3.9 Unforgivable

# REVIEW PLAYSTATION



プレイステーション

11

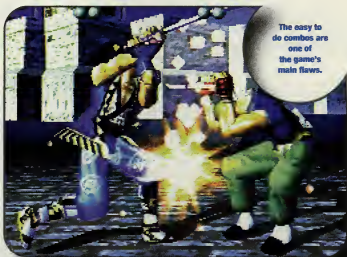
# SOUL BLADE

*Can this 3-D fighter edge its way to the top?*

**U**hen it was first released in the arcades under the name *Soul Edge*, *Soul Blade* faced some serious competition in the form of *Tekken 2*, *Virtua Fighter 2*, and *Killer Instinct 2*. It was mildly successful at holding its own, but was often overlooked, due to the simplistic-looking game play, which seemed to lack any sort of depth or innovation. Now, with an enhanced port to the PlayStation and a name change, Namco hopes that *Soul Blade* will be able to compete better with the other 3-D fighting

games currently available. A mixture of *Tekken 2* and *Toshinden*, *Soul Blade* seems to draw the best from both games. The well designed characters are unique and fresh and all use bladed weapons for combat. What separates this from other weapon-based games like *Toshinden* is the ability of the characters to actually lose their weapon. After blocking too many attacks, the weapon is destroyed and the player is forced to fight the remainder of the battle with punches and kicks. This typically ensures a quick defeat, but a heavy emphasis on blocking can be used as a last resort. In armed combat, evading your opponent by moving around in the 3-D environment is a

necessity, as is parrying their attacks with your own. This is where some of the hidden depth shines through, as mastering the game requires a careful mixture of defense and offense. Control-wise, things are pretty straightforward, with two buttons



dedicated to weapon attacks, one for vertical strikes and one for horizontal and the other two buttons used for kicks and for blocking.

Based on the Version 2.0 arcade upgrade, which added two new characters, a couple of new backgrounds, and a tweaked combo system, *Soul Blade* could have easily been released without any other further enhancements and still been successful. Luckily for fighting fans, Namco has stuck with tradition and included several useful options to ensure a higher replay value. Added features include the now standard practice mode (which helps you to learn and perfect the various special moves and combos), team battle, and an RPG-style game which lets your

character gain new, more powerful weapons as you defeat opponents. Some weapons are more useful against particular enemies, so the player must choose wisely in order to ensure victory.

Options aside, *Soul Blade* has translated well to the PlayStation. All the characters and special moves are present and, except for some minor loss in the fluidity of animation, the game is virtually arcade perfect. Backgrounds, while simplistic, do have some nice textures and help add to the overall atmosphere of the game.

Gameplay is surprisingly solid, but the control could have been refined a little bit better. After executing a move on the controller, there



1 *Soul Blade* is easily one of the best fighting games available for the PlayStation. 2 Light trails and mini-explosions add greatly to the impact of the fighting.

1 As in other Namco games, every character has an energy draining, unblockable attack. 2 Two new characters were added in the arcade upgrade and are also included for the home version. 3 Oh, that's gotta hurt! Pouncing on fallen enemies is a standard practice. 4 During battle, the sky turns from day into night.



# 'THE BEST DEFENSE...'



1 The practice mode has now become a standard feature in fighting games. 2 Namco has added a pseudo-RPG mode to lengthen gameplay.

seems to be a little bit of delay before it actually happens onscreen. This can lead to frustration as the delay forces you to plan your attacks in advance, instead of simply reacting to a given situation. The combo system, as in the *Killer Instinct* series, seems to favor the player who randomly hits buttons. In *Killer Instinct*, players can perform a



1 After blocking too many attacks, the characters lose their weapons. 2 The team attack mode allows you to choose your best group of characters for battle. 3 Ringouts, while hard to do, are still an important part of the gameplay. 4 The character designs run from the classic to the very bizarre.

1-4 There are several techniques in *Soul Blade* that have to be learned in order to fully master the game. Parrying an opponent's weapon attack by hitting forward + block at the moment of impact is a very important aspect of the gameplay, and enables you to counter attack more easily. Sidestepping, which is done by tapping down-down or down-up, helps to move your character out of the way of incoming attacks. Both of these techniques are crucial and should be one of the first things you learn when using the practice mode.



combo breaker to end the power draining onslaught, but in *Soul Blade* a missed attack leaves you wide open to your opponent's sporadic combos, which can easily drain half your energy. This wouldn't be a problem if the combos were harder to execute or if the moves could be easily dodged. Each character does have a side-stepping move designed for dodging, but that suffers from the same delay problems and most often ends up moving the character into an attack instead of away from it.

Even with its faults, *Soul Blade* is a solid fighter. It does lack some of the tighter control and feel of other great 3-D fighters such as *Virtual Fighter 2*, but it is still one of the best fight-



ing games currently available for the PlayStation. Hopefully, Namco will

learn from its mistakes and incorporate some major changes in the possible sequel. *Soul Blade* should keep fighting fans busy for some time, and easily edge its way to becoming one of the more popular PlayStation fighting games.

•STEPHEN FROST

## ALTERNATIVES

Fighting Vipers 9.5  
Tekken 2 9.3  
Star Gladiator 8.0

## THE LINE

### AUDIO & VIDEO

GRAPHICS	9
MUSIC	7
SOUND EFFECTS	8

### GAMEPLAY

INTERACTION	8
BALANCE	9
DEPTH	9

### SPECIAL

EXTRAS	1.0
PRESENTATION	1.0
INNOVATION	8

## RATING

8.6



**WHERE THE COOL  
PEOPLE HANG OUT.**



**<http://www.ultragp.com>**

セガ サターン



REVIEW  
SATURN

# DARK SAVIOR

*The first truly great RPG on the Saturn?*

**S**oon after seeing the initial screen shots of *Dark Savior*, it was clear that this game was going to be something special. Several months later, our suspicions have been proven right. Borrowing just the right number of elements from the traditional RPG formula to keep purists satisfied, *Dark Savior* manages to successfully blend several exciting, new features into the gameplay. From the fully accessible 3D landscapes to the real time fighting action, the gamer is treated to a true interactive experience in a vast

adventure filled with unspeakable evils and rewarding puzzles. What *Dark Savior* manages to do especially well is to allow the gamer to truly become part of the storyline. While the key to making a good RPG is rooted in its ability to engage the player, *Dark Savior's* carefully crafted story keeps the game moving and is filled with satisfying challenges of the mind and sword. Another original feature of the game comes in the form of multiple parallels for the storyline, giving the game an added depth.

Probably the most striking feature of *Dark Savior* at first glance are the 3D graphics. The game combines fully polygonal environments with sprites, creating a reasonably convincing 3D effect. The only time the look of the game suffers is when the manually controlled camera angles reveal the flatness of the character sprites. All in all, however, the freedom to maneuver around the game's elaborate structures is almost absolute. The fact that the camera can be shifted around on the fly allows the player to take full advantage of the landscape. There



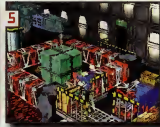
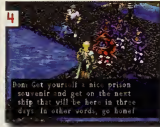
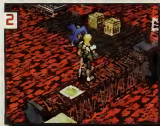
Perhaps the first RPG to truly take advantage of 3D, *Dark Savior* delivers a new type of gaming.

are occasional problems stemming from the fact that the camera can't be fixed in any position other than the default angle, but for the most part, this is not an issue.

What makes *Dark Savior* great is the seamless integration of classic RPG elements such as a rich and mystical storyline with an action oriented gameplay engine. This achievement is perhaps best displayed in the fights. Incorporating RPG elements, such as hit points,

with real time fighting and combos, the game manages to play around with tradition and comes out with something extremely original. This is not to be mistaken for one of the many recent action games with a few token RPG elements thrown for extra depth. This is an RPG and fans of the genre will surely be satisfied with the game's scope in this arena. For those more action minded however, this may be just the kind of title to bridge the gap.

• PATRICK BAGGATTA



1 Manual control of the camera allows the player to take advantage of the 3D landscapes. 2 Plenty of action elements help keep an energetic pace throughout the game. 3 The fighting style is more like a fighting game than an RPG. 4 The story unfolds through a combination of dialogue and cinematic scenes. 5 Solving puzzles is another big part of the action in *Dark Savior*.

## THE LINE

### • AUDIO & VIDEO

GRAPHICS 7  
MUSIC 8  
SOUND EFFECTS 8

### • GAMEPLAY

INTERACTION 8  
BALANCE 9  
DEPTH 8

### • SPECIAL

EXTRAS 7  
PRESENTATION 7  
INNOVATION 9

## RATING



## ALTERNATIVES

Legend of Oasis 8.4  
Beyond The Beyond 6.8  
Lufia 2 6.5

# REVIEW

## PC CD-ROM



コンピュータゲーム



# CYBER GLADIATORS

*This could be the best 3D PC fighting game ever!*

Considering the lack of fighting games on the PC that even come close to the fast action and quick control of console brawlers, you can imagine how difficult it might be to clearly judge one that, even though it's the best thing yet for the PC, simply doesn't stand out among better titles for systems like the PlayStation or Saturn.

However, *CyberGladiators* is by far the best fighting game you could possibly buy for your PC. You select from one of eight fighters, four of which are on the Alliance side (the Good Guys) and four on the Gy Djin side (the Bad Guys). As far as fighting games go, it's pretty standard stuff—you choose your fighter, then go through eight battles against the computer to reach the coveted honor of fighting the ultimate bad guy at the end. In two-player mode, you and a friend fight it out, one-on-one.

Luckily, some things about *CyberGladiators* keep it from being just like every other fighting game out

### REQUIREMENTS

- Windows 95
- Pentium CPU
- 12 MB RAM
- SVGA
- 1 MB Video RAM

there. Objects come into play in the arena—pikes come out of nowhere and hit you, or they'll stick in the ground and you can pick one up and throw it at your opponent. Barrels roll out from the background, and a well placed kick will send it your enemy's way. These touches add flavor to the game and keep it from a pure punchfest with nothing to set it apart.

Far and away the most striking feature of the game lies in the visual content. The graphics are beautiful, and if you have one of those new 3D accelerator video cards, you're in for a visual treat. The high resolution video is sharp, and the frame rate doesn't suffer, as long as you've got a



decently fast Pentium. Even if you don't have a 3D video card, the fighters move well. You only lose some of the extra smoothing effects.

Although it may not compare in speed, action, and pure play control to some of the console systems, *CyberGladiators* has what PC gamers most want—splendid visual effects, some kick-ass music, and enough violence to make buying the game worthwhile. Throw in a 3D video card and a gamepad controller, and you've got something special.

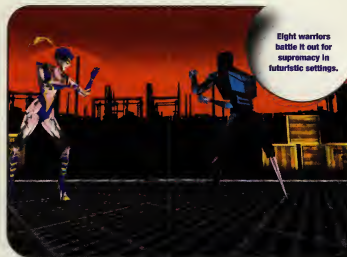
• MICHAEL WOLF



Eight warriors battle it out for supremacy in futuristic settings.

- 1 Look carefully. Yes, her hands and her head are separated from her body.
- 2 The 3D perspective changes automatically as you knock down your opponent.
- 3 There's nothing like two big robots duking it out.
- 4 The leader of the Gy Djin, Master Pain is one mean-looking fighter.
- 5 This bad boy likes to use his razor-sharp claws to dismember other fighters.

ALTERNATIVES  
Fighting Vipers 3.5  
Total No. 1/4.0



### THE LINE

#### • AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	10

#### • GAMEPLAY

INTERACTION	8
BALANCE	8
DEPTH	7

#### • SPECIAL

EXTRAS	9
PRESENTATION	10
INNOVATION	7

### RATING



# WORLD DOMINATION IN A BOX

## COMMAND & CONQUER™

FOR SEGA SATURN™ AND SONY PLAYSTATION™



Over 40 missions on two CD-ROMs



Dozens of close-ups and action shots



The ultimate strategy game

**Westwood**<sup>TM</sup>  
STUDIOS  
[www.westwood.com](http://www.westwood.com)



SEGA SATURN™



Also available on DOS, Windows®, Windows® 95 & Macintosh® CD-ROM

Westwood Studios is a subsidiary of Westwood Entertainment, Inc. © 1999 Westwood Studios, Inc. All rights reserved. Sony PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Sega Saturn and the Sega Saturn logo are trademarks of Sega Enterprises, Ltd. Windows and Windows 95 are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer.



# REVIEW PLAYSTATION

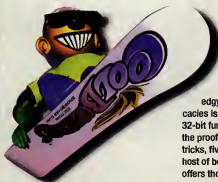


プレイステーション



# COOL BOARDERS

*A little light on the realism, but fun just the same*



**T**he idea that this is only the second snowboarding game to grace the world of videogames seems almost impossible. After all, a fast paced, dare-devil sport with an edgy reputation and tons of intricacies is the perfect formula for 32-bit fun. Sony's *Cool Boarders* is the proof. Complete with all the latest tricks, five breakneck courses and a host of board choices, *Cool Boarders* offers those curious about the sport a

great chance to feel the rush of plowing down the mountain on your way to a 50-foot drop off and a banked corner tall enough to cause nose bleeds.

Unfortunately, along the way *Cool Boarders* is also likely to treat the player to some of the most ridiculous crash scenarios and anti-physics imaginable. Of course, once you get past some of the really weird stuff, the controls settle down to a predictable, but never reliable, format.

Outside of a few control issues, there is really only one way to describe *Cool Boarders*, and that's fun. From the novice course to the two hidden courses, rushing down the mountain and carving around curves offers exactly the kind of charge snowboarding game should provide. Add a long list of tricks and a variety of boards and *Cool Boarders* even begins to feel like a well-rounded action game. There is one serious strike against it, however, and that comes in the form of no two-player mode. While the computer does offer a 'Ghost' mode which allows you to race against your last performance, there is



**Yo! Check out the way rad 360 action, dude! Get some air!**

no other opportunity to race against an opponent.

All in all, *Cool Boarders* is a can't lose proposition for action fans and snow boarding enthusiasts. The mere opportunity to strap on a board is reason enough to give this game a shot, but add all the great trick opportunities and challenging courses and this game packs a real punch. There are still some undeniable problems with occasional draw-in and weird physics, but these are quickly overlooked once the addictive action gets its hooks in you.

●PATRICK BAGGATTA

## ALTERNATIVES

Extreme 5.9  
WaveRace 4.4 9.5  
Jet: Moto 8.4



Carving into the snow bank on the expert course is just one of the rushes offered in *Cool Boarders*.



1 Choosing different boards is more than just an exercise in snowboarding fashion. 2 Heading off the side of a cliff is all part of the game. Sorry. 3 Face plant — no points awarded. 4 The smooth and realistic animation is unfortunately not present in the clumsy crashes.

## THE LINE

### ●AUDIO & VIDEO

GRAPHICS 7  
MUSIC 8  
SOUND EFFECTS 7

### ●GAMEPLAY

INTERACTION 7  
BALANCE 8  
DEPTH 7

### ●SPECIAL

EXTRAS 9  
PRESENTATION 8  
INNOVATION 8

## RATING

7.4

セガ サターン



REVIEW  
SATURN

# DRAGON FORCE

*Working Designs creates the perfect console strategy game*

U argames just aren't that popular for console systems, usually because they're straight PC ports or too damn complicated for their own good.

*Dragon Force*, on the other hand, is a great example of a strategy

game done right. While the goals are the same (crush your enemies, hear the lamentation of their women), the game's design is perfectly adapted for the Saturn. By paring the standard elements to their bare essentials, Sega and Working Designs have created a game both fast and addictive.

All movement in the game is simultaneous, which means that all units move at the same time. Unlike real time games, you can stop gameplay to give orders to each army. This is extremely convenient, since the map is much larger than the screen, and there are no mice or keyboards to help. Likewise, the pop-up menus change as you click on castles or lands, giving players precise control.

*Dragon Force's* quality really shines in the massive battle scenes. Each general can control up to 100 soldiers in fairly advanced tactical formations. Learning troop strengths and weaknesses is essential, and careful planning realistically allows a small force to win when outnumbered. When you win, it's not because the AI is stupid, it's because you've chosen the right maneuver.

The only flaw that mars the combat system is your general's

inability to fight. Until the end of a battle, generals are stuck in place. They can only attack by means of special (and spectacular) spells, but can take no direct part in fighting. It gets ridiculous when there's only one soldier on screen and both generals are stuck in place for the 20 seconds it takes for the soldier to get killed. But this doesn't happen that often, once you get more experienced.

Plug the battle system into a believable plot and a real sense of progress, and *Dragon Force* moves beyond dry strategy into a fantasy epic. Events and enemies affect your conquest and, if you don't treat your generals right, some will betray you and ally with your enemies. Working Designs has worked hard to give each of the 150+ characters a real personality,

and it won't be long before you immerse yourself in the land of *Legenda*.

JEFF CHEN



1 Lush anime-style screens narrate major events in your conquest of *Legenda*. 2 Battles can only be won once the commander is defeated, which favors command style raids into enemy territory. 3 Working Designs has worked hard to make two lines of dialogue capture a character's complete personality. 4 The domestic mode can get tedious, but also lets you see your generals as more than pawns.



Unlike turn-based or real time games, *DF* lets players give the orders, but all characters have to move simultaneously.

ALTERNATIVES

Sulikoden II, 4.2  
Romance Of The Three Kingdoms, 6.2

## THE LINE

### AUDIO & VIDEO

GRAPHICS	7
MUSIC	7
SOUND EFFECTS	8

### GAMEPLAY

INTERACTION	9
BALANCE	9
DEPTH	10

### SPECIAL

EXTRAS	7
PRESENTATION	9
INNOVATION	9

## RATING

8.5

# REVIEW PLAYSTATION



プレイステーション

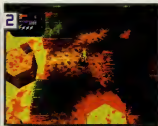


# RELOADED

*Surprise! Gratuitous violence and gore can be boring*

**U**hen *Loaded* exploded on TV screens across the nation, it not only outraged parents, but it earned a legion of fans who were ready for a more mature brand of gaming.

However, the game's success was based more on gore than gameplay. After all, gameplay primarily consisted of blasting your way through level after level of monotonous mazes and not much else. But despite its drawbacks, few games



have ever matched the intense frenetic pace of *Loaded*'s gameplay. Unfortunately, *Reloaded* is a sequel that has lost more than it has gained. The graphics that gave

*Loaded* its disturbing, moody atmosphere are the most immediately noticeable omission. Overall, the game just doesn't look as good as *Loaded*. It's actually the levels that resemble the dungeon-like mazes of the first game that look the best. Varying terrain has been

added to give the game a more 3D environment, but since the cliffs and hills can't really be climbed or traversed, they merely serve as fancy walls. Still, the backgrounds shine when compared to the hideously pixelated character animations that seem to float rather than move.

Despite the floaty appearance of the main character, control is adequate enough for the most part. The only real irritation is that it's easier to move and shoot left and right or up and down than diagonally. There are inexcusable amounts of slowdown whenever you're shooting with multiple enemies on screen.

To be fair, *Reloaded* does feature more puzzle solving elements, seven expansive levels, and the gameplay is adequate enough for a mindless shooter. But what has been lost in *Reloaded* is the sense of claustrophobic mayhem that permeated the first title. Even buckets of blood and guts can't hide the fact the game just isn't very good.

ROGER BURCHILL



1 The game environment is now more 3D than in *Loaded*, but the player's movements are still restricted. 2 The maze levels are where the gameplay and graphics are the tightest. 3 The camera view can be zoomed in or out, but with graphics like these, you shouldn't get too close. 4 Fwenk is a playable hidden character in *Reloaded*. 5 Each character possesses a super weapon to bail you out when the gameplay becomes too intense.



If nothing else, gameplay is consistent in *Reloaded*—kill it or blow it up.



## THE LINE

### AUDIO & VIDEO

GRAPHICS	5
MUSIC	7
SOUND EFFECTS	6

### GAMEPLAY

INTERACTION	4
BALANCE	4
DEPTH	8

### SPECIAL

EXTRAS	7
PRESENTATION	6
INNOVATION	3

## RATING

5.1

ALTERNATIVES  
Contra: Legacy Of War 6.5  
Die Hard Trilogy 8.5  
Final Doom 8.1

# EARN YOUR WINGS.

The world's best,  
unofficial Nintendo 64  
Web site, brought to you  
by the world's best  
gaming magazine.

# N64.COM

**NEWS**

**STRATEGIES**

**REVIEWS**



**NEXT  
GENERATION**



# REVIEW SATURN



セガ サターン



# AREA 51

*If shooting freaks from outer space is your thing...*

The concept is nearly as old as videogames themselves and, unfortunately for fans of the genre, not much advanced since the days of *Duck Hunt*. *Area 51*, the latest of the bunch, debuted in arcades several months ago and quickly earned itself a loyal legion of fans. With the game's "aliens gone mad" theme and digitized graphics, it's exactly the kind of game that traditionally does well with non-gamers, but surprisingly, a host of hardcore gamers seemed to enjoy the game as well, which suggests good gameplay. Now that the home version (a very close match to the arcade, outside of a slight degradation in video quality) is available for close scrutiny however, there seems to be no obvious explanation for the game's success. While *Area 51* pushes all the right buttons for light gun fans, there is very little here to suggest anything beyond the minimum requirements. There are a few nice hidden nuggets like secret rooms and power ups, but

not much beyond that.

Making an FMV game of any sort is a limiting proposition from the very start, but it must be said that the creators of *Area 51* have done a reasonably nice job in bringing this pre-recorded trip through the mysterious *Area 51* to life. Including a long list of hot spots, such as breakable windows, combustible fire extinguishers and barrels filled with highly explosive gases, this track based shooter is far from the lackluster ride it could be. However, like most light gun games, the route through *Area 51* is firmly set and, after the first few times through the game, the effect is similar to that of watching a failed episode of the *X-Files* over and over again. It is at these moments when the inclusion of secret rooms do provide a slight relief from the monotony of seeing the same scenes repeatedly, but not quite enough to make you forget about the fact that your fate is predetermined.

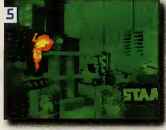
Provided that most of the prob-



lems in *Area 51* are common to all the games in this genre, it can honestly be said that this game has done nothing to thwart the progress of the light gun shooter. Unfortunately, it can't be said that this game has done anything to progress the cause either. With games like Namco's *Time Crisis* introducing a foot pedal for better movement control and Sega's *Virtua Cop 2* including the luxury of route choices, *Area 51* simply can't keep up. If you're still trying to justify the purchase of that light gun you bought, feel free to go with *Area 51* as an acceptable use of the technology, but don't expect too much more.

● PATRICK BAGGATTA

1 Geez... people from Nevada are ugly! 2-3 With its highly interactive backgrounds, there is never a good reason to stop shooting. 4 A quick round at the practice range helps to get you in the mood. 5 Finding all of the secret areas helps to keep the game interesting.



Looking just a slight bit in video quality, *Area 51* for the Saturn is a very close match to the arcade.

## ALTERNATIVES

*Virtua Cop 2* 7.8  
*Project Horned Owl* 6.4  
*Die Hard Trilogy* 8.5

## THE LINE

### ● AUDIO & VIDEO

GRAPHICS	7
MUSIC	8
SOUND EFFECTS	5

### ● GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	6

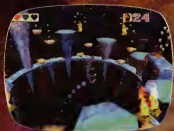
### ● SPECIAL

EXTRAS	6
PRESENTATION	7
INNOVATION	5

## RATING

6.5

Just cause he's a joker doesn't  
mean he plays with a full deck.



Ante up to Crystal Dynamics' fastest,  
endorphin-based 3D action game.

Your team of fellow speed-mongers includes

Nikki, Fergus and Sid — an acrobatic wizard,  
a slightly twisted jester and his maniacal puppet-on-a-stick. Blur through unbelievably  
spacious levels of their deranged 3D kingdom while shape-changing into a fire-blasting dragon  
or raging rhino. Just sit down and get taken for a ride, it's pure rocket fuel.



# Pandemonium!



Check out our new website at <http://www.crystald.com>



This official seal is your assurance that this product meets the highest quality standards of Sega™. Sega games and accessories with this seal is for more that they are available with the Sega Saturn™. Saturn, Sega and the Sega Saturn are trademarks of SEGA CORPORATION, Ltd. Pandemonium is a trademark of Sega Corporation. Pandemonium! The Pandemonium! logo and the crystal characters are trademarks of Crystal Dynamics. © 1998 Crystal Dynamics. All rights reserved. Call 1-800-770-0332 for more Sega Saturn information.

Soon Available on PC CD-ROM

REVIEW  
PC CD-ROM



コンピューターゲーム



# ROCKET JOCKEY

*Wedge a rocket between your legs for the ride of your life!*

**P**rominently displayed on the back of the *Rocket Jockey* box is a line which reads, 'Networkable across a LAN for up to six people, so you can drag your friends kicking and screaming behind your rocket, one or two at a time.' Inside the box is a little piece of paper, which reads, 'Your *Rocket Jockey* CD doesn't have LAN connection stuff.' Instead, it tells you to go to a web site. On the web, it says, 'The LAN patch should be available on February 15, 1997.' Take special notice of the word 'should'. As far as I'm concerned, pulling a stunt like that verges on blasphemy.

## REQUIREMENTS

- Windows 95
- Pentium 95
- 16 MB RAM
- 55MB Hard-drive space
- SVGA
- Mouse

*Rocket Jockey* focuses on action — you fly a rocket around using cables to swing yourself around pylons, pick up objects like balls and bombs, and generally try to kill off any opposing players. Naturally, this game screams 'multi-player', yet the game doesn't ship with it.

If you can get past the lack of LAN support, this is a fantastic action game. The three different 'contests', Rocket War, Rocket Ball, and Rocket Race, add tons of variety to the concept of riding a rocket, speeding along at hundreds of miles an hour. The graphics will blow you away, especially at the highest resolution. However, the intense graphics cause quite a bit of slow down, even on a fast Pentium machine. The load times are also rather long — you'll get tired of waiting for the next round to begin. On the plus side, the music features the talents of legendary surf guitarist Dick Dale. If you don't recognize this particular style when it starts, you need to get out more often.



The game is challenging, and the computer opponents are tricky. In Rocket War, your main job is to kill off all the other players, but that's no easy task. Rocket Ball is a bit more like soccer — you grab balls (or other objects) and hurtle them through goals. Rocket Race feels more like a slalom, and getting the hang of using your cables just right is a challenge.

Overall, *Rocket Jockey* is a good, fast, fun game. However, if it came with multi-player support right out of the box, it would have received a much higher score. The decision to release it unfinished was definitely the wrong one on the part of SegaSoft.

• MIKE WOLF



- 1 Dragging your opponent around is a perk of the game.
- 2 Bombs can do heavy damage if used correctly.
- 3 Three different contests give a lot of gameplay variety to *Rocket Jockey*.
- 4 When you're not on the bike, you're a sitting duck.
- 5 Things can get pretty crowded sometimes.

## ALTERNATIVES

- Wipeout XL 9.5
- Jet Moto 8.4
- Road Rash 7.3



## THE LINE

### • AUDIO & VIDEO

GRAPHICS	10
MUSIC	10
SOUND EFFECTS	8

### • GAMEPLAY

INTERACTION	7
BALANCE	7
DEPTH	6

### • SPECIAL

EXTRAS	5
PRESENTATION	6
INNOVATION	10

## RATING

7.8

There can  
only be ONE

#1

NCAA  
BASKETBALL  
FINAL  
FOUR 97

We got NEXT!

Coming  
March  
1997!

[www.mindscapegames.com](http://www.mindscapegames.com)



Windows  
95  
CD-ROM

MINDSCAPE SPORTS ALTERNATIVE™



©1996 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark and Mindscape Sports Alternative and the MSA logo are trademarks of Mindscape, Inc. The NCAA and Final Four are registered trademarks of the National Collegiate Athletic Association and are used under license by Mindscape, Inc. Windows is a registered trademark of Microsoft Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All other trademarks and registered trademarks are the property of their respective holders.



# REVIEW SATURN



セガ サターン



# CRIMEWAVE

*Like shooting, driving and donuts? Here's your game*

**U** here can you take on the role of a police agent trying to capture criminals? The answer is *CrimeWave*, a nifty little driving shooter. If you can imagine a cross between *Spy Hunter* and *A.P.B.*, set in a 3D environment, this game would be what you get.

As if criminals were your only problem, players must also fend off rival cops who are also trying to catch in on the captures. After capturing the requisite number of criminals and earning enough money, the next area of the game opens up.

Your car is initially equipped with basic forward-firing machine guns. As you destroy criminals, you can take their technology and apply it to your car, resulting in mines, missiles, double missiles and more. Some weapons are front firing only, while others may be fired from the rear of your vehicle. Take care though, because the incidental destruction of innocent cars is taken out of your pay (D'oh! there goes your donut money).



The environment is extremely detailed, with storefronts, shipyards, gas stations, parking garages and a host of other buildings. Settings range from the casual beach to the uptight and extremely difficult downtown city areas. All in all, one really couldn't ask for a much better designed environment than what you are given.

Navigation through the city is assisted by a map window, but because the entire screen rotates, it is somewhat easy to get lost. Success within the game relies heavily on learning the levels well, so that



players can take shortcuts across parks or through empty lots to catch up with the elusive criminals. A two player mode is also included in the form of a split-screen.

One of the more annoying problems with the game was that it was developed in England. While we have nothing personally against the Brits, they do have the annoying habit of driving on the wrong side of the road. That habit has been translated into the game in such a way that players in the U.S. (and nearly everywhere else in the world, except England) will have trouble staying in the correct

lane when crossing an intersection, or even just driving down the street. This results in frequent crashes, which leads to the frustrating loss of criminals.

When *CrimeWave* was first shown to us, it struck us all that this simple shooter could be the greatest thing since sliced bread. There was so much potential, and control was spot on. However, with faults like the English driving style, and frame-rate problems, it didn't quite live up to its potential.

CHRISTIAN SVENSSON



1-2 The last villain of each level is usually some big nasty boss-type car. This mammoth garbage truck is a bit tricky to destroy. 3 As almost a tribute to *Twisted Metal*, one of the baddies is an ice cream truck. 4 Moving into a new sector is seamless. A door opens and you proceed to the new area without any load time. 5 Explosions aren't great, but certainly adequate.



The game environments in *CrimeWave* are the real stars.

## THE LINE

### AUDIO & VIDEO

GRAPHICS	5
MUSIC	5
SOUND EFFECTS	6

### GAMEPLAY

INTERACTION	7
BALANCE	8
DEPTH	8

### SPECIAL

EXTRAS	7
PRESENTATION	6
INNOVATION	4

## RATING

6.6

ALTERNATIVES  
Destruction Derby 2 8.6  
Motor Toon GP 8.1  
Twisted Metal 2 8.2

プレイステーション



REVIEW  
PLAYSTATION

# TEN PIN ALLEY

*It's just like bowling, but is that good or bad?*

**B**owling certainly isn't the most exciting sport (if it can even be considered a sport at all) and, in theory, doesn't translate into much of a videogame. However, *Ten Pin Alley* proves that

theory completely wrong. Instead, *Ten Pin Alley* is the perfect party game, with multi-player capabilities, wacky characters, and some solid gameplay to boot.

*Ten Pin Alley* isn't the kind of game you're going to spend hours alone in the basement playing (mainly because that would be way too sad), but it is definitely the kind of game you enjoy each time you pull it out. There are a total of twelve polygonal characters to choose from, each with their own unique personalities, skills, and animations. The characters range from schoolgirl to fat man to the typical bowling hussy. Their skills have a great deal of variation as well. Even though the characters are interesting, the best part of *Ten Pin Alley* is the actual pin and ball physics that are so realistic, they are even affected by the oil conditions on the lane. You get to choose the kind of spin, release point, and target all on the fly. The first couple rounds results in numerous gutter balls, but once you get the controls down, it's a battle to try getting that high score.

- 1 What bowling game would be complete without the bowling hussy, complete with beehive hairdo and tight leotard pants?
- 2 There's nothing like a gutter ball to drive a man straight to the bar.
- 3 The different characters add a great deal of personality to the game. Here, the little girl, who rolls the ball with two hands, does a hoarder (insert canned laugh here).
- 4 The career statistics keep you playing to try improving your average.

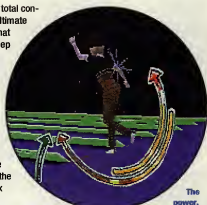


The ball spin and ball physics are incredibly realistic and really make *Ten Pin Alley* a great sim.

The incredible physics and total control make *Ten Pin Alley* the penultimate bowling experience, but what establishes it as a good, deep game are the three play styles and career statistics. You can play exhibition matches with up to six computer or human players, plus there are pro and amateur tournaments, not to mention team play. Another great feature is the career statistics that track the lifetime average of up to six human players.

*Ten Pin Alley* is the best bowling game ever made — unfortunately, it's still a bowling game and there's the flaw. As well as *Ten Pin Alley* is done, if you have no interest in bowling, then the game will quickly become boring and tedious. *Ten Pin Alley* doesn't redefine any new standards in gaming, but it is fun.

• MIKE SALMON



The power, spin, and release meters are a bit tricky at first, but work very effectively when you get used to them.

ALTERNATIVES  
What alternatives?  
It's a bowling game, OK?

## THE LINE

### • AUDIO & VIDEO

GRAPHICS ?  
MUSIC ?  
SOUND EFFECTS 8

### • GAMEPLAY

INTERACTION 8  
BALANCE ?  
DEPTH 8

### • SPECIAL

EXTRAS ?  
PRESENTATION 6  
INNOVATION 6

## RATING

7.1

# REVIEW PLAYSTATION



プレイステーション

# PSYCHIC FORCE

*You don't need to be a psychic to know this game isn't destined for greatness*

**D**espite the dominance of a few excellent games, there is always an influx of new titles jostling for a piece of the pie in the fighting game genre. It's a wonder that a title like *Psychic Force* ever gets released in the U.S. Not that the title is outright bad, mind you, it's just that the title is so very average in what it offers.

An initial inspection of *Psychic Force* provokes some interest. After all, this is the first fighting game that has the combatants floating within a transparent cube as they attack each

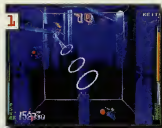
other with powerful psychic-fueled attacks. Despite being a little blocky and lacking in the resolution department, the polygonal graphics are acceptable and don't interfere with the gameplay. The control, though simplistic, is smooth and functional. The AI is also above average, with the computer opponents actually providing a challenge even when set on easy mode (at least to beginners). Overall, the gameplay relies too heavily on its psychic attacks with hardly any emphasis on hand to hand combat. Think *Street Fighter* with the

players throwing fireball after fireball at each other and you'll get the idea.

What relegates *Psychic Force* to the lower spectrum of the fighting genre isn't its gameplay, but rather a number of small elements that diminish the quality of the title. Things like an intro sequence song still sung in the original Japanese and a story mode with English subtitles instead of voice-overs (the Japanese voice-overs are still in the game) indicate that little care seems to have been taken in the preparation of this title for its U.S. release.

There are two major items that keep it from being anything but uninspired. First, the game may look like a 3D game, but the fighters can never actually venture out of the plane of battle. You can never move in and out of the screen. Second, the control is actually too simplistic. Only the directional-pad and three of the controller's buttons are utilized. The *Virtua Fighter* series does utilize a similar control set-up, but the results far outshine the likes of *Psychic Force*.

ROGER BURCHILL



1 The arena may appear 3D, but the fighters are on a single plane and can never actually venture into the foreground or the background. 2 The dash is an integral move that allows to player to set up an attack or avoid one.



Powerful psychic attacks dominate the gameplay in *Psychic Force*.



1 Control is simplistic, but the game is fast-paced and offers entertaining attacks. 2 Eight characters is a little on the lean side in this day and age. 3 The Story Mode is text based and actually doesn't offer much of a story. 4 The graphics in the game are on the blocky side, but the animation is adequately smooth.

## THE LINE

### AUDIO & VIDEO

GRAPHICS	B
MUSIC	B
SOUND EFFECTS	S

### GAMEPLAY

INTERACTION	B
BALANCE	B
DEPTH	S

### SPECIAL

EXTRAS	3
PRESENTATION	S
INNOVATION	4

## RATING

5.5

セガ サターン



REVIEW  
SATURN

# TOSHINDEN URA

Apparently, URA really stands for Ugly, Repetitive, and Awful

**R**eleased with the launch of the PlayStation, *Battle Arena Toshinden* showcased the graphic prowess of the system. Since then, Sega has attempted to put the same game on the Saturn and both times it has failed — completely and miserably.

The first, and most noticeable, problem with *Toshinden URA* is the low resolution and choppy animation that leaves the game looking like a muddled version of the PlayStation original. The characters all look great in still frames, but once they start moving, it's all downhill. The animation is even chopper than *Toshinden 2* (which was plenty choppy), and the backgrounds in *URA* are

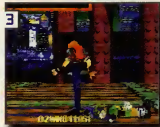


just plain pitiful. As a matter of fact, the backgrounds in *URA* could be the worst I've seen in a 3D fighter. All they are is 2D maps, and not particularly interesting ones, either. What's even worse than the backgrounds and animation are the sound effects. The screeching character voices are grating and the sound effects are completely off.

So far I've only managed to criticize the graphics and audio aspects of *URA*, but these are far from the only problems. Once you take away the glitz and polish of *Toshinden*, you are left with what can only be described as a poorly designed fighting game. Anyone who can beat the entire game on the hardest difficulty by mashing on one button with your eyes closed, there is something very wrong and, in *Toshinden URA*, I did exactly that. This leaves the one-player game as an absolute waste of time. The two-player game is still playable, but is nothing more than an



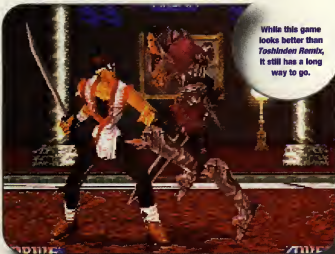
- 1 The flat backgrounds lack creativity and really make the game look sad.
- 2 Perhaps the ugliest character select screen ever made, but it does make the game look better once you start playing.
- 3 Just like in *Toshinden 2* for the PlayStation, you can now attack characters on the ground. 4 The overdrive meter adds a deeper element to gameplay, which is in dire need of even more.
- 5 The transparencies and glossy effects of *Toshinden* just aren't done well at all on the Saturn. Releasing this game just makes the Saturn look inferior.



average fighting game.

With all of the competition in the 3D fighting arena, a poorly designed, choppy, and basically ugly game like *Toshinden URA* shouldn't even be allowed on the same system that plays host to classics like *Fighting Vipers* and *VF2*.

• MIKE KILMON



While this game looks better than *Toshinden Remix*, it still has a long way to go.



ALTERNATIVES

Fighting Vipers 7.4  
Star Gladiator 8.0  
Total No. 3 9.0

THE LINE

• AUDIO & VIDEO

GRAPHICS 5  
MUSIC 6  
SOUND EFFECTS 3

• GAMEPLAY

INTERACTION 6  
BALANCE 4  
DEPTH 4

• SPECIAL

EXTRAS 5  
PRESENTATION 4  
INNOVATION 5

RATING

4.7



# REVIEW PLAYSTATION



プレイステーション



# PERSONA

*All the right elements are there, but do they ever come together?*

Each of the established gaming genres continue to mature in the next generation arena, but the RPG seems conspicuously without a solid model. The most obvious snag stems from the desire to incorporate 3D technology into the mix. *Persona Revelations* is a good example of what happens when a technology such as this is forced into where it doesn't necessarily belong. Certainly, there are no steadfast rules that suggest 3D is not welcome in the RPG genre, but any fan can tell you that RPGs are about getting at the story in the most direct fashion possible and that the graphics are secondary. Unfortunately, in an effort to bring the game up to today's visual standards, *Persona Revelations* strays from this all important formula and, in the process, dampens its own potential impact.

Set in a contemporary urban environment, *Persona Revelations* deserves credit for breaking free from the traditional "regal" stature of most

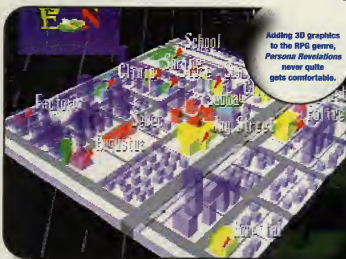
RPGs and offering the gamer a chance to play as familiar character types. This approach is not without its dilemmas, however. While the game manages to blend fantasy elements pretty well into the story, there are times at which it becomes more difficult to swallow such aspects because of the setting. The game also has the potential of dating itself with its "youth of today" attitude, but for now, it's more refreshing than anything.

The problems in *Persona Revelations* arise when the game begins shifting back and forth between first-person exploration, overhead traveling on a huge 3D map and the extremely awkward sprite movement when inside a room. Since the game is constantly changing format, it's tough to ever get a good feel for the focus. This quickly becomes distracting. A final issue is the frustrating number of fights you are forced to endure. The fighting engine can be enjoyable with the many spells and high powered weapons at



your disposal, but there is simply too much of it. In the end, the fighting does more to get in the way of the storyline than it ever does to enhance it. It must be said that the battles do showcase the game's very best graphics, but after the first few rounds, this fact provides precious little consolation as compared to the frustration level of being caught in yet another fight. Finally, *Persona Revelations* is not without merit, but it's too busy stumbling over itself to be great.

by PATRICK BAGGATTA



Adding 3D graphics to the RPG genre, *Persona Revelations* never quite gets comfortable.

- 1 Exploring the enormous 3D map is extremely slow going.
- 2 The hip young characters help to take this game out of the middle ages. 3 It's the battle screens that show off the game's good looking special effects.
- 4 The storyline, though contemporary in setting, still allows for a bit of fantasy.
- 5 The first person levels are typically bland and cumbersome.

ALTERNATIVES  
Beyond The Beyond 6.8  
Sukoden 3.0  
Lufia II 6.5

## THE LINE

### AUDIO & VIDEO

GRAPHICS	7
MUSIC	7
SOUND EFFECTS	7

### GAMEPLAY

INTERACTION	6
BALANCE	6
DEPTH	8

### SPECIAL

EXTRAS	7
PRESENTATION	8
INNOVATION	7

## RATING

6.9

セガ サターン



REVIEW  
SATURN

# BUG TOO!

*The only cure for Bug Too's sad gameplay may be Raid*

**U**hen the Saturn was unveiled to eager U.S. customers in May of '95, only a small number of titles were available. One of those games was *Bug!*. It was a mediocre title with a platforming theme and, though it wasn't anything new or ground-breaking, its attractive



price and pseudo-3D gameplay did provide some entertainment value for early adopters of the Saturn system. Now, a year and a half later, Sega is hoping that fans of the original will come back for more.

The phrase that best describes *Bug Too!* is "Bug goes to Hollywood". Looking worse than an Ed Wood flick, Bug and his buddies are now trapped in a movie world and must work their way out. Along with regular old Bug, players can now choose from two other characters—a slug-like character, and a female character who looks like Bug with broccoli on his head. The problem with these new characters is that they have no significant differences. The player's choice of character has little influence on the gameplay experience.

Game graphics are slightly improved from the original *Bug!*, but can still be characterized as bland, uninspired, and repetitive. Then there's the maximum pixelization that occurs whenever Bug runs forward. Too bad the Saturn has no built-in anti-aliasing. More disturbing is the fact that the game's control matches



In *Bug Too!*, bad gameplay, unoriginal ideas and horrible characters are part of the norm.

the sub-standard quality of the graphics. Bug responds okay, but his imprecise jumping control often leads the player to being smashed by pillars or falling off a platform. Non-linear paths, forks in the road, and huge platforms do enhance the gaming experience, yet this new freedom, coupled with Bug's quirky control, detracts from the gameplay. This is due to the player's inability to discern depth perception while playing the game. The player will often enough

find himself jumping for floating orbs and missing them, falling from a platform, or even falling through some platforms due to shoddy collision detection.

In the end, *Bug Too!*'s only redeeming quality may be that it puts an end to the agony by preventing any future sequels. *Bug!* was never a great game and this new sequel shows just how bad things can get when more emphasis is placed on a character than game design.

• JASON MONTES



## ALTERNATIVES

Mario EM 3.0

Nights 4.3

Crash Bandicoot 8.8

1 The cast of characters consists of a slug, a bug, and a bug with broccoli on her head. 2 There's nothing as appealing to the eye as pixelization. Lucky for us, *Bug Too!* is full of it. 3 If there's one thing Bug likes to do besides collect crystals, it's jump on things—sounds like fun. 4 The way the camera changes perspectives is interesting, but it can be disconcerting at times.

## THE LINE

### • AUDIO & VIDEO

GRAPHICS	4
MUSIC	4
SOUND EFFECTS	3

### • GAMEPLAY

INTERACTION	6
BALANCE	4
DEPTH	5

### • SPECIAL

EXTRAS	5
PRESENTATION	5
INNOVATION	3

## RATING

4.5

# We won't leave you hanging



At **Ultra Game Players**, 'customer service' isn't just a line, it's a philosophy.

## SUBSCRIPTION INQUIRIES

If you have a change of address, invoice or renewal questions, or haven't received **Ultra Game Players** by the first day of the issue month, please contact us immediately!

Write: **Ultra Game Players**  
Customer Service Department  
150 North Hill Drive  
Brisbane, CA 94005

Call: (415) 468-4869  
e-mail: [subscribe@imagine-inc.com](mailto:subscribe@imagine-inc.com)  
(type '**Ultra Game Players**' in the subject line)  
fax: (415) 656-2486

For written inquiries, please include your full name and address. For change of address, please include both addresses. Please allow 4-6 weeks for changes to your subscription record.

## WEB SITE

**Ultra Game Players** Online is a unique Internet experience that provides you updated industry news, every working day. It's an essential bookmark for those who are serious about gaming and the environment surrounding it.

<http://www.ultragp.com>

## BACK ISSUES

The price per copy for back issues within the U.S. is \$5.95, which includes postage. For Canadian and Foreign orders send \$8.50 in U.S. funds, which includes airmail delivery. All orders must be prepaid in U.S. funds and sent to the following address:

write: **Ultra Game Players**  
Attn: Back Issues  
150 North Hill Drive  
Brisbane, CA 94005

## Credit Card Orders:

call: (415) 468-4869, M-F, 9 a.m. - 5:30 p.m. PST  
e-mail: [subscribe@imagine-inc.com](mailto:subscribe@imagine-inc.com)  
(type '**Ultra Game Players**' in the subject line)  
fax: (415) 656-2486

## RENTING SUBSCRIBER NAMES

**Ultra Game Players** occasionally rents our subscriber list to other companies that offer products of interest to our readers. If you would like your name removed from this list, please let us know.

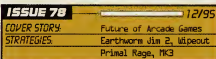
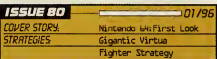
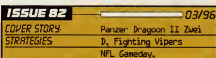
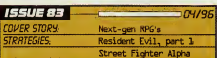
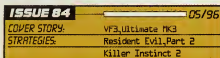
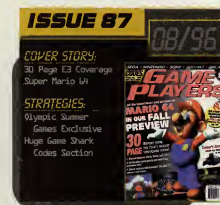
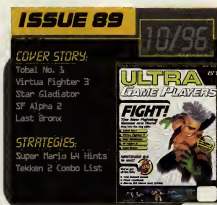
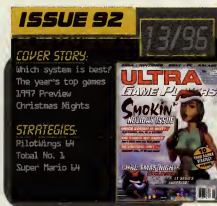
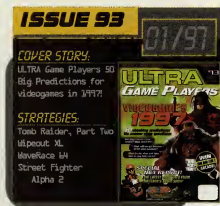
# ULTRA GAME PLAYERS

# BACK ISSUES

Remember way back when we were just plain old *Game Players*? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away

with! Ahhh, youth. Anyway, if you're interested, just send us \$5.95 per issue (check or money order, US funds only, please) to *Game Players* Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about

the outrageous cash you'll be able to get for a complete collection of old-style *Game Players* magazines in only a short couple of years — you could retire and just play videogames all day!





The best sports videogame coverage anywhere,  
from gamers who actually play real sports

# SPORTSLINE

While the rest of the videogame industry tends to slow down after the Christmas season, the sports games just keep coming. Basketball, football, and hockey games are starting to funnel in, and on deck are the next round of baseball games. This month, I finally get to put NFL Gameday '97 to the test and it passes with flying colors, easily becoming the best football game of the year. On the other end of the gridiron spectrum is Sega's NFL '97, which is one of the worst football games I've seen in

quite a while. I also get a chance to put the first (and only) N64 sports game to the test, which turns out to be more 'game' than sport. All this sporting goodness and I'm still trying to urge my Vikings into the playoffs.

Odds are the Vikings won't make it, but I can guarantee that the Gameday Lombardi Trophy will have a nice home in Minneapolis (I'll cheat if I have to). Either way, I'm already enjoying a season of Gameday '97 and, as I come to grips with the awesome new Total Control Passing, I'm get-

ting more and more enjoyment out of this game. Next issue I'll take a look at Shootout '97, Grand Slam Baseball, and a host of other sports titles. Until then, you'll find me in the parking lot of Imagine Publishing, playing hoops and perfecting that once deadly fade-away jumper.

o Mike Salmon

Mike\_Salmon@qm.imagine-inc.com

## STILL PLAYING

### WORLDWIDE SOCCER '97

The *ULTRA Game Players* sports game of the year is still the most played game in the office. The combination of impeccable control, excellent graphics, and exciting gameplay have made *WWS97* one of the true classic sports games.

It's been almost half a year since we first started playing *WWS97*, yet nearly every day we are tempted by the soccer delights. Myself, Patrick, and Roger are the main culprits, often ignoring deadline pressures just to get in one more game. Our round robin tournament has proved futile since I beat up on Patrick, Patrick beats up on Roger, and Roger barely beats me. But no matter who is winning this game, it is a joy to play and has us all looking forward to *Worldwide Soccer '98*.



The amazing graphics showcase what is one of the best playing sports games of all time, which might explain why we miss so many deadlines...

In this play, you can tell the D is playing zone. Notice how the receivers aren't marked directly across the line.

Once you learn to recognize the defense at the line, it enables you to change your patterns with the total control passing and burn the D. Against man-to-man, try overthrowing your receiver and make a one-handed catch.

If it's zone, then stop your receiver and fire under the coverage.



## ULTRA PLAYBOOK

### NFL GAMEDAY '97

Believe me, *Gameday '97* is the ultimate football game. Once you start to come to grips with the advanced moves, there is a whole new strategy that opens up. The most innovative and useful advanced move is the total control passing, which allows you to pinpoint where you're throwing the ball. By using this advanced technique and recognizing coverages, you can effectively pick apart a defense.

This is by no means a full strategy, but it is an effective way to utilize the total control passing and one of the only ways to beat the computer opponent on a hard difficulty level. Both successful pass plays shown in this strategy are the same exact play (Run and Shoot — Fly), but with the total control passing you can do so many variations with each play.



The key to choosing the right receiver in *Gameday '97* is to read the defense at the line of scrimmage. Here you can see that the D is playing man-to-man.

PREVIEW  
PLAYSTATION

プレステーション



## NBA SHOOTOUT '97

**B**y the time you get this issue, *NBA Shootout '97* should be on the store shelves, complete and ready for your play. However, the version I got an opportunity to play wasn't yet complete. What I can tell you is that *NBA Shootout '97* is already a huge improvement over last year's dismal

effort. Key areas that have been upgraded are the collision detection, speed, stats, graphics, and overall play. This year there is complete stat-tracking and a much faster engine that promises a much crisper basketball game.

While it is looking much better than last year, it is still unlikely it can

measure up to *NBA in The Zone 2*. By next issue, I'll be able to give a complete review of *NBA Shootout '97*. Until then, let's see if the Bulls can win 73 this year.

Latrell Sprewell was used for the motion-capture and it shows up in some very smooth motions.



1 Last year, everybody banked their shots in *Shootout*. This time, that problem has been fixed. Also, balls will bounce around on the rim and go in occasionally, which is rare in video basketball games.

2-3 The high-flying, smooth moving dunks are back, and this year they look even better. Look at Scottie getting 'up and bringing it home.

REVIEW  
PLAYSTATION

プレステーション



## VIRTUAL POOL

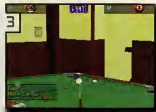
**O**ver a year ago, *Virtual Pool* came out for the PC and established itself as the

best pool simulation ever. It even came with a guarantee that if playing *Virtual Pool* didn't improve your real

game, you'd get your money back.

The PlayStation incarnation of this classic billiards game is almost

identical to its PC predecessor. The only real difference is that most PlayStation gamers don't have a mouse, which is the best way to play this game. Every angle, bounce, and collision is completely accurate, which is why playing *Virtual Pool* really will play your pool game. The only problem with *Virtual Pool* is that it is a little slow and graphically it's pretty ugly. Interplay really should have reworked the graphics and speeded up play for the console, but even as a slow and ugly pool game, it is hands down the best one available.



1 The scientifically correct angles are still the basis for this game. 2 If you've got the skills to knock home a two-rail shot on the right ball, then *Virtual Pool* gives you the straight stick. 3 *Virtual Pool* really helps you understand how English works.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS 6  
MUSIC 6  
SOUND EFFECTS 7

## GAMEPLAY

INTERACTION 8  
BALANCE 7  
DEPTH 8

## SPECIAL

EXTRAS 7  
PRESENTATION 3  
INNOVATION 6

## RATING



REVIEW  
PLAYSTATION

プレイステーション



## NFL GAMEDAY '97

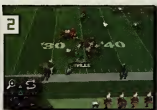
*The best football game ever made gets even better!*

The original *Gameday* is still one of the best selling PlayStation games. It was the coming out party for Sony Interactive Studios, which has now surpassed EA as THE premier sports developers. With *Gameday '97*, Sony proved that last year wasn't a fluke by making the best grid-iron game to date. Quite simply, no other game can touch NFL *Gameday '97*—it's by far the best football game ever made.

The graphics are similar to last year's with a few exceptions. The players now have numbers on their jerseys and all of the NFL stadiums are accurately represented. The sound samples of bone-crunching

tackles are awesome and really make each hit feel like a freight train. Also, this year the stat-tracking is much more in-depth and accurate. However, these additions are all expected in a sports sequel. What *Gameday '97* does to separate itself from the pack is to add advanced moves and tighten up the gameplay and AI so that it is clearly the best football game available.

At first, the advanced moves make the control seem a little complex, but as you play more and more of the game, it allows you to uncover the proper uses for all the moves. The most innovative of all the advanced moves is the Total Control



Passing, which allows you to change a receiver's route in the middle of a play. By holding down the L2 button while you're passing, you can over-throw, underthrow, or have your receiver cut left or right. This is the most control any football game has ever given and it is the best passing system ever created.

The other area where *Gameday '97* really outshines games like *Madden '97* is in the computer AI. In *Madden* there are several 'money' plays that always work against a human or computer opponent. Not in *Gameday*—sure, every player will still have their favorite plays, but a human opponent can stop any play that they know is coming and the computer, even at the easiest difficulty setting, won't let you run the same play over and over again.

But *Gameday* still isn't quite perfect. The best way to play defense is still to hit the receiver as soon as he catches the ball to jar it loose, but

1 The smooth graphics are back, but this time, the players have the numbers on the jerseys as well.

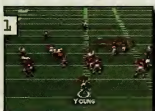
2 Advanced techniques, like the jumping over the pile, add a whole new slew of moves and strategy.

3 Those who choose to just pass will have a tough time with this game.

this year that rarely results in an interception. It isn't a perfect way to play defense, but no other game has come up with a better system yet. *Gameday '97* is a hard-hitting, fast-paced football game with more moves, options, and playability than anything out there. This is a game every football fan must have.



The tackles are so vicious that you're liable to dislocate a clavicle just trying to hold onto the controller.



1-2 The total control passing allows the player to read and react to defenses, and do things like throw it under the coverage. 3 Knocking down receivers at the line of scrimmage isn't very realistic, but it adds a great deal of control and depth of play. 4 Gang tackling just doesn't get any better than this!

## THE LINE

## AUDIO &amp; VIDEO

## GAMEPLAY

## SPECIAL

GRAPHICS

4

INTERACTION

4.0

EXTRAS

8

MUSIC

4.0

BALANCE

4

PRESENTATION

8

SOUND EFFECTS

4.0

DEPTH

4

INNOVATION

4.0

## RATING

9.3

REVIEW  
SATURN

セガ サターン

13

## NFL '97

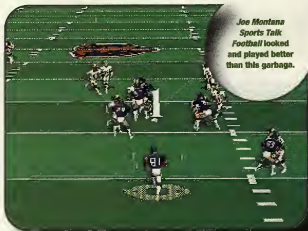
*Looking for a quality football game? This ain't it...*

The Saturn has been out for over two years and this is the first football game that the once proud Sega Sports label has

been able to release. Was it worth the wait? In a nutshell, hell no! Gamers looking for evidence that Sega has forgotten that sports games are what made the Genesis such a success need look no further. Not only did it take two years to put out a dismal football game, but Sega didn't even make this game. Instead, it purchased the game from sports newcomer Gametek, who also sold the same game to Konami for the PlayStation (which, by the way, looks much better).

The stadium graphics and the play editor in *NFL '97* are the lone bright spots in an otherwise forgettable game. The player graphics can't even compare to *Madden* on the Genesis. The passing game is atrocious. When you go to pass the ball, an arc appears showing you (not to mention the defense) exactly where the pass is going to go, then you take control of the receiver and try to get to the ball. One small problem — often the location of the ball is off-screen, so you have to guess which way to run. If the passing arc was used so that you could pinpoint your passes, it would be forgivable, but it doesn't. The only purpose of the arc is to let the defense know exactly where you're passing and to clutter up the already ugly screen.

The lifeless graphics and ill-conceived passing arc are just two

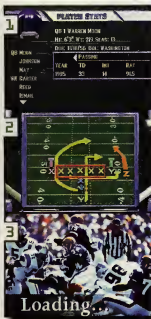


reasons why this is the worst football game of the year. Other elements, like poor control, just add to the already unpleasant experience. The only question remaining is what happened to the people at Sega responsible for good football games, like *NFL '95*? My condolences to Saturn owners the world over. Maybe next year Sega can make a decent football game. My suggestion is to let the Japanese team that did *WWF '97* and *WSB '97* give it a shot — after all, they couldn't do any worse.

The one feature in *NFL '97* that should be in every football game is

the quarterback rating included in the stats. It's one of the most common ways to recognize the best quarterbacks and has never been included in the stat package of any football game previously. So at least Sega has somewhere to start for next year — throw out the entire game with the exception of the stat engine.

If Sega could've put out an exceptional football game it could've easily turned the sports tide in favor of the Saturn. Instead, Sony, behind the strength of *NFL Gameday '97* and a full collection of other sports titles, is still the best place for sports.



- 1 The best part of this sorry game is that the stats include a quarterback rating, something every football game should have.
- 2 The play editor is another feature that is exclusive to *NFL '97*.
- 3 Better get used to this loading screen...



1-2 Here is the aforementioned annoying arc. Now the defense knows exactly where the ball is going. Talk about reading the quarterback's eyes. 3-4 The running game often results in what is known around here as the "cannon run," where you can run in circles until all the defenders fall over, then crouch down the field for a score.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS 4  
MUSIC 5  
SOUND EFFECTS 6

## GAMEPLAY

INTERACTION 5  
BALANCE 4  
DEPTH 5

## SPECIAL

EXTRAS 4  
PRESENTATION 5  
INNOVATION 5

## RATING

4.7



REVIEW

NINTENDO 64



ニンテントウ64

## GRETZKY 64

*The N64 does sports (well, kind of... )!*

**T**here are many questions surrounding the N64, and one of the biggest is whether there will be any worthwhile sports

games on the system. As of right now, there haven't been many games period, and *Gretzky 64* (actually called *The NHL Wayne Gretzky's Hockey*, but I decided *Gretzky 64* made more sense) is the first glimpse of what's possible on the N64 system.

The graphics are smooth and almost nearly perfect, and the game isn't even pushing the hardware to the max. Collision detection is nearly perfect and the players' movements on the ice are smooth and realistic. Pucks and players bounce off objects like they really do on the ice. Overall, the motion capture conversion from Wayne Gretzky's actual movements were successfully translated into polygonal models, and completed with style. So basically, *Gretzky 64* is an incredible game to look at and as a fast-paced arcade game, *Gretzky 64* plays fast, smooth, and it is enjoyable. However, real hockey fans will note several problems with the game. The first problem is that there is no way to tell which player is which, so you can't set up a centering pass to Yzerman without guessing. And perhaps what is even more of a concern is that it doesn't really matter if it's Yzerman or some goon who is taking the shot—it still has the same probability of going in the net, which brings me to my final concern with *Gretzky 64*:



The graphics in *Gretzky 64* are exceptional and really show off the power of the mighty N64.

the goalies are just plain stupid. Even Patrick Roy flails in the wrong direction, letting in shots that wouldn't get past Pee Wee league goalies.

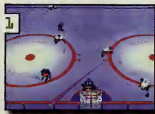
These concerns are all with the simulation mode of the game, but the two-on-two arcade is undeniably fun and one of the better multi-player games around. The fast-paced, high-scoring, *NBA Jam*-type play is done great, giving players one of the more enjoyable N64 games available.

Who knows what the future will bring in the way of sports games for the Nintendo 64?

*Gretzky 64* is just the tip of the iceberg on the N64, and it shows that if anybody really tries to make sports games on the system, there are incredible possibilities. Unfortunately, sports has never really been a priority at Nintendo, but what sports games the N64 plays host to should all be phenomenal looking and will feature fast, arcade-style play. I would still tell all sports fans to stay away from the N64, but if you've already bought the system, *Gretzky 64* is as close to a sports game as you're going to get for a long time.



- 1 Even up close, the polygon players look smooth and solid.
- 2 The two-on-two multiplayer game is the best way to enjoy this game.
- 3 There is an option for five-on-five simulation mode and, while it looks great, it still is way short of other hockey games, like *NHL '97* and *Face Off '97*.



- 1 The puck track is actually a very effective way to keep track of the puck, which moves at some top speeds.
- 2 Even the best net-minders are completely mindless in this game.
- 3 The players' numbers on the jersey are a nice touch, but in the heat of action, it is impossible to tell which player is which and that's a big flaw.
- 4 The goalie's down again, thanks to the totally lacking AI.

## THE LINE

## AUDIO &amp; VIDEO

GRAPHICS 9  
MUSIC 7  
SOUND EFFECTS 9

## GAMEPLAY

INTERACTION 8  
BALANCE 8  
DEPTH 6

## SPECIAL

EXTRAS 8  
PRESENTATION 8  
INNOVATION 7

## RATING

7.8



# BLOW UP COWS, EAT GOLDFISH, THEN GO TO HELL.

This is the bizarre world of Baldies. A world that you build and where lunacy reigns. The idea? Destroy the nasty little hairy guys before they destroy you—the Baldies. 15 devilishly clever weapons, 100 intense levels, hidden and bonus rounds, hot action graphics in five weird worlds (hell included). And it's the only multi-player, extended-play game with a chrome dome crew. Warning: May cause permanent hair loss.

# Baldies™

**TOTALLY DEMENTED ACTION  
FOR PEOPLE WHO THINK.**



PLAY  
**in**  
ONLINE

<http://www.innongames.com>

**CD-ROM**

Both DOS and  
Windows 95 included



**Panasonic**  
Interactive Media

<http://www.panasonic.com/cool/>

# RATED

**H**ey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some

months are tough, and that you don't always have the extra cash to shell out for the latest issue of **ULTRA GP**. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our **ULTRA Award**. We don't hand these things out to just any game — it's got to get past the most grueling review system in the



biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special **red bar** with black text. Don't miss out on these games!!!

+	<b>2XTREME</b>	PLAYSTATION • Issue #93	Rating= <b>5.9</b>
+	<b>ANDRETTI RACING</b>	PLAYSTATION • Issue #90	Rating= <b>8.5</b>
+	<b>BAKU BAKU</b>	SEGA SATURN • Issue #90	Rating= <b>9.5</b>
+	<b>BEYOND THE BEYOND</b>	PLAYSTATION • Issue #89	Rating= <b>6.8</b>
+	<b>BLAST CHAMBER</b>	PLAYSTATION • Issue #92	Rating= <b>6.4</b>
+	<b>BOGEY DEAO 8</b>	PLAYSTATION • Issue #87	Rating= <b>7.2</b>
+	<b>BURBY 3D</b>	PLAYSTATION • Issue #92	Rating= <b>6.1</b>
+	<b>BUGS BUNNY: DOUBLE TROUBLE</b>	GENESIS • Issue #87	Rating= <b>3.0</b>
+	<b>BUST-A-MOVE 2</b>	PLAYSTATION • Issue #87	Rating= <b>8.6</b>
+	<b>C&amp;C: RED ALERT</b>	PC • Issue #92	Rating= <b>8.8</b>
+	<b>CONTRA: LEGACY OF WAR</b>	PLAYSTATION • Issue #93	Rating= <b>6.5</b>
+	<b>COSMIC RACE</b>	PLAYSTATION • Issue #88	Rating= <b>0.0</b>
+	<b>CRASH BANDICOOT</b>	PLAYSTATION • Issue #89	Rating= <b>8.8</b>

+	<b>CRUISIN' USA</b>	NINTENDO 64 • Issue #93	Rating= <b>3.1</b>
+	<b>OAYTONA USA</b>	SATURN • Issue #93	Rating= <b>7.4</b>
+	<b>DECATHLETE</b>	SATURN • Issue #89	Rating= <b>8.4</b>
+	<b>OIE HARO TRILOGY</b>	PLAYSTATION • Issue #89	Rating= <b>8.5</b>
+	<b>FACE TO BLACK</b>	PLAYSTATION • Issue #88	Rating= <b>7.5</b>
+	<b>FINAL DOOM</b>	PC • Issue #90	Rating= <b>8.1</b>
+	<b>FIRE FIGHT</b>	PC • Issue #89	Rating= <b>7.6</b>
+	<b>GOLDEN AXE: THE QUEL</b>	SATURN • Issue #87	Rating= <b>6.3</b>
+	<b>GUN GRIFFON</b>	SATURN • Issue #87	Rating= <b>8.2</b>
+	<b>HORNEO OWL</b>	PLAYSTATION • Issue #89	Rating= <b>6.4</b>
+	<b>JET MOTO</b>	PLAYSTATION • Issue #93	Rating= <b>8.4</b>
+	<b>JUMPING FLASH 2</b>	PLAYSTATION • Issue #88	Rating= <b>9.2</b>
+	<b>KILLER INSTINCT GOLD</b>	NINTENDO 64 • Issue #93	Rating= <b>7.9</b>
+	<b>KING'S FIELD II</b>	PLAYSTATION • Issue #93	Rating= <b>7.3</b>
+	<b>LEGEND OF OASIS</b>	SATURN • Issue #88	Rating= <b>8.4</b>
+	<b>MACHINEHEAD</b>	SATURN • Issue #92	Rating= <b>6.8</b>
+	<b>MORTAL KOMBAT TRILOGY</b>	NINTENDO 64 • Issue #92	Rating= <b>7.7</b>

## SPOTLIGHT ON:

### FINAL DOOM

What started as a simple shareware game has evolved into the most widely copied shooter of all time. What's more fun than shooting demons?



# THIS MONTH'S TOP PICKS

1	Soul Blade	PS	Rating: 8.6
2	Cyber Gladiators	PC	Rating: 8.6
3	Dragon Force	SS	Rating: 8.5
4	Dark Savior	SS	Rating: 8.0
5	Rocket Jockey	PC	Rating: 7.9

#1

Soul Blade is one really sharp game!



## MECHWARRIOR 2: MERCENARIES

PC • Issue #93

Rating= **8.3**

## MOTOR TOON GRAND PRIX

PLAYSTATION • Issue #90

Rating= **8.1**

## MR. BONES

SATURN • Issue #92

Rating= **7.6**

## NIGHTS

SATURN • Issue #88

Rating= **9.3**

## PANOEEMONIUM

PLAYSTATION • Issue #92

Rating= **8.1**

## PILOTWINGS 64

N64 • Issue #89

Rating= **9.0**

## PITBALL

PLAYSTATION • Issue #92

Rating= **8.2**

## PUZZLE FIGHTER

PLAYSTATION • Issue #92

Rating= **9.0**

## RIDGE RACER REVOLUTION

PLAYSTATION • Issue #89

Rating= **8.1**

## ROAD RASH

SATURN • Issue #88

Rating= **6.3**

## SCREAMERS 2

PC • Issue #92

Rating= **7.8**

## SHADOWS OF THE EMPIRE

NINTENDO 64 • Issue #93

Rating= **6.7**

## SONIC 3D BLAST

SATURN • Issue #93

Rating= **7.0**

## SPOT GOES TO HOLLYWOOD

PLAYSTATION • Issue #90

Rating= **3.8**

## STAR GLADIATOR

PLAYSTATION • Issue #90

Rating= **8.0**

## SUIKOOEN

PLAYSTATION • Issue #92

Rating= **9.1**

## SUPER MARIO 64

SNES • Issue #89

Rating= **10**

## SPOTLIGHT ON:

### TEKKEN 2

This title has been acclaimed the best fighter of them all by many gamers! Are you ready to kick some butt?



### TEKKEN 2

PLAYSTATION • Issue #88

Rating= **9.1**

### THREE DIRTY DWARVES

SATURN • Issue #90

Rating= **7.1**

### TERMINATOR: SKYNET

PC • Issue #93

Rating= **8.9**

### TOBAL NO.1

PLAYSTATION • Issue #90

Rating= **9.0**

### TOMB RAIDER

PLAYSTATION • Issue #92

Rating= **9.5**

### TWISTED METAL 2

PLAYSTATION • Issue #93

Rating= **8.2**

### VIRTUA COP 2

SATURN • Issue #93

Rating= **7.8**

### VIRTUA FIGHTER KIOS

SATURN • Issue #90

Rating= **8.7**

### VIRTUA FIGHTER PC

PC • Issue #90

Rating= **7.5**

### VIRTUAL ON

SATURN • Issue #93

Rating= **8.6**

### WIPEOUT

SATURN • Issue #88

Rating= **9.1**

### WIPEOUT XL

PC • Issue #90

Rating= **9.5**

### WITCHHAVEN 2

PC • Issue #88

Rating= **5.3**



# ULTRA GP GAMESHOP

See anything you like? Don't worry, it's on us!

**U**eloomo, gamer! You have just entered the ULTRA GP GameShop. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal ULTRA Game Players readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!

## HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions**, ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a **post card**, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker**

**question**, which will be used in the event of a tie.

Send the **post card** to:

**ULTRA GP GameShop / February  
150 North Hill Drive  
Brisbane, CA 94005.**

All entries must be received by March 10, 1996.  
Winners will be notified by mail. Get to it!



### Gamer Hats (2 points/5 winners)

• Videogame hat



Cover your head in style with one of these cool videogame-branded hats — not available in stores!

### Mystery Games (2 points/5 winners)

• PlayStation game • Saturn game

Ahhh, the good ol' Mystery Games. Sign up for one of these babies and there's no telling what you might get, but rest assured, we're not just sending out crap here — we've got a pretty sizable collection of honest-to-goodness PlayStation and Saturn hits just waiting to be won. Still no N64 games yet, but we'll be adding those soon. Remember to specify PlayStation or Saturn!

## TIE-BREAKER

### FEBRUARY CONTEST QUESTIONS

1. What two things do you need to kill Gannon in the original *Legend of Zelda*?
2. True or false: Before the 640D, Nintendo contemplated releasing a CD-ROM attachment for the Super NES.
3. Which of the following games was Luigi NOT in? [A] *Mario Is Missing* [B] *Mario Kart* [C] *Super Mario World* [D] *Super Mario Bros. 2*
4. Name at least four arcade games that run on Sega's Model 2 board.
5. What year did the first *Mortal Kombat* arcade game come out?
6. What classic Iron shouter featured nasty space aliens?
7. Remember when *Simpsons* games were all the rage? Remember how crazy they all were? Who made those crappy *Simpsons* games (not counting the *Final Fight*-ish arcade game)?
8. What was the name of the hero in the *Ghosts 'n Goblins* series?
9. Which animal does Lara Croft NOT get to blow away in *Tomb Raider*? [A] A T-Rex [C] A Gorilla [C] A Bat [D] A Koala Bear
10. Here's a little comparison word problem: Popeye is to spinach like \_\_\_\_\_ is to mushrooms.
11. Name all of the different racers from *WaveRace 64*.
12. PlayStation fans: what is a "Woo-Moo"?
13. Patrick likes to eat vegetables, but that doesn't necessarily make him a freak. He also doesn't like being called "pat." What famous developer was responsible for Sega's *Outrun*?
14. The 32X wasn't the only add-on peripheral for the Genesis that plugged into the cartridge port. What was the other one?
15. Which *Marvel Superhero* is NOT in any Capcom fighting game? [A] Psylocke [B] Daredevil [C] Iron Man [D] The Hulk

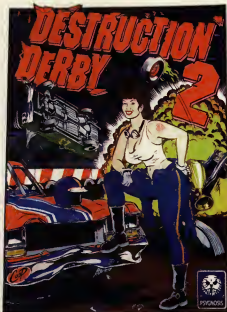


Keeping in theme with our spectacular *NBA Hangtime* coin-op giveaway, this month's tie-breaker question is all about hoops. Here's the situation: Mike, Chris, and Frank (the ULTRA GP web Editor) are a bucket behind the NEXT Generation team in the official parking lot. Bill's about to come kick all our butts for playing when we should be working, so we've only got time for one last shot — who gets the rock in his hands for the clutch basket and why?

3

## Giant DD2 Poster (2 points/4 winners)

• 'Bad Girl' Destruction Derby 2 poster



Some people go ga-ga over this Destruction Derby 2 'tough chick' poster — some find it rather revolting. Either way, it's sure to become a great conversation piece hanging in your living room!

4

## WCW Everlast Pack (4 points/4 winners)

• WCW Hat • WCW T-Shirt  
• Everlast Gym Bag



Get pumped with this testosterone-packed assortment of WCW goodies, courtesy of THQ and its new WCW game! The bag is great for heading to the Gym, and the hat and shirt are perfect for an evening out on the town, or simply relaxing at home.

5

## 2 PC Mystery Games (2 points/5 winners)

• Two PC Games



Up until now, you've only been able to win console-based videogames — well, not anymore! This month we're offering not one, but TWO cool PC games to five lucky winners. We've got some real hunkers here, ranging from simulations to adventure to arcade action.

6



SSM  
SWISS ARMY



Now THIS is a swiss-army package! A cool game, a cool T-shirt, and a very cool Swiss Army collection watch! If you're a fan of the Strike series, or if you simply enjoy good fashion, you've GOT to enter this one! Um, then again, if you don't, we all got to keep the watches... Uh, no rush everybody — take your time!

## Soviet Strike Pack (6 points/3 winners)

• SS PlayStation Game • SS Swiss Army Watch • SS T-Shirt



PRIZE PACKAGES

# WE NEED TO TALK...

**Only one  
Web site  
gives you  
the whole  
Sega Saturn  
story.**

From the publishers of

**NEXT**  
**GENERATION**

Part of the Imagine Games Network.

<http://www.saturnworld.com>



# NBA HANGTIME - ARCADE MACHINE



**NBA Hangtime  
Coin-Op**  
(15 points/1 winner)

Hey, who loves you more than we do? Every single month we give away a perfectly good, brand-spankin' new arcade game, without asking for anything in return. We're not talking about old, dusty crap arcade games, either — this month we've lined up Midway's *NBA Hangtime*! I know, I know — we just gave away a basketball coin-op last month. Quit yer damn winin', it's a free arcade machine! You can play it all day and all night, and never have to spend another quarter. You can even invite the rest of the neighborhood over to play, at a special discounted price, of course. Hey, if you're REALLY lucky, you can win three or four of these things from us and open up your own arcade. Hey, you never know — it could happen!

ARCADE MACHINE





Your #1 source for Codes, Strategies, and Tactics!

# ALL ACCESS

We're all really lucky that February is the shortest month. Just consider the facts: the football season has just ended, Thanksgiving, Christmas, and New Year's are just

memories — unless you've partied too hardy — of course, and all of the major game developers are going back into their respective comas. But don't panic! We've got all the codes for all the hottest

games right here, thanks to Roger, the only guy who didn't party too hard (mainly because he wasn't invited...). If you've got codes, send 'em in to Roger at: Roger\_Burchill@qm.imagine-inc.com



## VIRTUA FIGHTER 3 — MOVES

SEGA • ARCADE



### Move Key

P.....Punch  
K.....Kick  
G.....Guard  
E.....Escape

RED KEYS -  
press and hold in  
the specified  
direction



### Taka-Arashi

#### SPECIAL MOVES

Tsuppari ..... P P P P P  
Morote-tsuppari ..... P P P P P  
Kachiage ..... P, P+K  
Morote-tsuki ..... P P  
Mage-harite ..... P+K  
Hijate ..... P+P  
Zangeki ..... P P P  
Mageryu ..... P P P  
Oni-goroshi ..... P+P  
Oni-kachiage ..... P+P+K  
Tahakikomi ..... P+P+K  
Kanetsuki ..... P+P  
Hyochi-wari ..... P+P+K  
Taru-kudaki ..... P, P+P  
Higuma-zume ..... P P P  
Hajiate-tataki ..... P P P  
Maruta-hiza ..... P+K  
Siko-geri ..... P+K  
Tsuyu-harai ..... P+P+K

#### THROWS

Abise-taoshi ..... P P, P+G  
Uwate-nage ..... P+G  
Tsuru-otoshi (Back Throw) ..... P+G  
Yotsumi ..... P+P+G  
Sotokake ..... P+P+G  
Kubinage ..... P+P+G  
Izori ..... P, P+P+G  
Tsukami-nage ..... P+P+K+G  
Yagura-nage (After Yotsumi) ..... P+G  
Sotomuso (After Yotsumi) ..... P+P+G

#### SURPRISE ATTACK

Neko-damashi ..... P+K+G



### Rai Umenokoji

#### SPECIAL MOVES

Fuzakura ..... P P, P+K  
Josei-ryusensho ..... P P, P+K  
Nirentotsu-ochu ..... P P P  
Musoha ..... P+P  
Koromo-geri ..... P P  
Sodeshinken ..... P+P  
Hoo-shu ..... P, P+K  
Hicho ..... P+P  
Tsumuji-zakura ..... P, P P  
Kumo-geri ..... P+K, K  
Nirentotsu-kugikyaku ..... P P K  
Raijinha ..... P+K  
Kusarigama ..... K K  
Rentotsu-kodachi ..... P P P K  
Kusanagi ..... P+K+G  
Rentotsu-kusanagi ..... P P P, P+K  
Tekime-toshin (On Fallen Opponent) ..... P P

#### THROWS

Koate ..... P+G  
Sugi-taoshi (Back Throw) ..... P+G  
Rokudan-obitori ..... P+P+G  
Engetsuha ..... P+P+G  
Aiki-nage ..... P, P+P+G

#### REVERSALS

(Facing Forward)  
Haoboro (High) ..... P+P  
Tenshin-myushin (High) ..... P+P+K  
Ryuno-agito (Mid) ..... P+P+K  
Senryu (Low) ..... P+P+K

#### (Facing Backwards)

Ura-senryu (High) ..... P+P+K  
Ura-kotegashi (High) ..... P+P+K

#### DOWN ATTACK

Eda-kudaki (On Fallen Opponent) ..... P+P+G



## Kage-Maru

### SPECIAL MOVES

Sokudan	.....O+P
Rakusenjin	.....O+P+K
Gen-yo	.....O+K+G
Hagaryu	.....O, O+K+G
Tsumuji-geri	.....O+K+G
Suisha-geri	.....O+K+G
Senpu-geri	.....O+K
Rasen	.....O+P
Ura-suisha	.....O+K+G
Ganzanha	.....O+P
Hagakure-senjin	.....O+P+K

Engetsu-geri	.....O+K+G
Rasen-urageri	.....O+P, K
Sandan-rasen-urageri	.....P P, O+P, K

### THROWS

Haura-gasumi	.....P+G
Kage-gasumi	.....OO, P+G
Katana-gasumi	.....O+P+G
Koen-raku	.....O+P+G
Jungyaku-jizai	.....O+P+G
Fushin-randagaki	.....O+P+G
Izuna-otoshi (After Koen-raku)	.....O+P+G

### REVERSALS

Kote-gaeshi (High)	.....O+P+K
--------------------	------------



## Lion Rafale

### SPECIAL MOVES

Soji-senpu	.....O, P+K
Mabanshu	.....O+P+K
Taizan-sokoshu	.....O, P+K
Senshippo	.....O+P
Jucho-sensho	.....O+P+K
Tosental	.....O+K, K+G
Katotal	.....O+K, K
Koshu-tetsutsu	.....O+K
Tenshin-ryokinryaku	.....O+O, K+G
Senkyutai	.....O+K
Toho-haisosyu	.....O+P+K

Shahosha-sosui	.....O+P+E
Toho-sosui	.....O+P+K
Shiochi-sotal	.....O+K+G
Kosotal	.....O+K+G
Senten-kukyaku	.....O+K
Banchu-renkanshu	.....O+P, P
Shippo	.....O+P
Shosensho (Crouching)	.....O+P
Rensental	.....K K
Fujin-rentankyaku	.....OO K K
Tenshin-toro-renkyaku	.....O+P, P K
Sinno-toro-soshu	.....OO P

Rensulshu	.....P P, O+P
Rakusenju	.....O+P

### THROWS

Saishu-hoko	.....OO P+G
Hato-shushutai	.....P+G
Tenshin-sokoshu	.....OOOOO
	.....P+G
Shichisei-tenbunchu	.....O+P+G
Haika-senten	.....O+P+G
Tozan-honshakyaku (crouch)	.....O+P+G



## Jeffery McWild

### SPECIAL MOVES

Stomach crush	.....OO, P+K
Elbow stamp	.....O+P
Dash elbow upper	.....OO P P
Elbow hammer	.....O P O P
Kenka kick	.....OO K
Heel kick	.....OO K
Toe kick	.....O+K
Hell dunk hammer	.....O+P+K
Rising hammer	.....OO P P
Kenka combo	.....P P O+P
Kenka hook	.....OO P

Triple upper	.....O+P, P P
Tornado hammer	.....OO P
Knee hammer	.....O+K, P
Middle hell stamp	.....O+P+K
Kenka upper	.....OO P
Toe kick hammer	.....K K P
Docking low	.....O+K+G

### THROWS

Back breaker	.....P+G
Power slam	.....O+P+G
Splash mountain	.....OO P+G

Body lift	.....O+P+G
Power bomb (Opponent crouch)	.....O, P+K+G
Machine gun knee lift (OC)	.....OO, P+K+G
Iron claw (OC)	.....O+P+K+G
Front back breaker	.....OOO, P+G
Toe kick splash mountain	.....OOO, P+G
Triple head butt	.....OOO, P+G

Machine gun hammer	.....OO, P+G
Spanish buster	.....O+P+G



## Shun-Di

### SPECIAL MOVES

Rensai-gakushu	.....OO P P P
Oso-geki	.....O+P
Chowan-ryoken	.....OO P P
Tenshin-sochusho	.....O+P+K
Haito-rensenkyaku	.....O+G+K
Zenso-sotal (After Drinking)	.....O+P+K
Renkan-zensen-sotal (After Drinking)	.....O+P+K, K K
Senpu-sotal	.....O+K+G
Renshu-kaisu	.....K K P
Sinno-suikoshu	.....OO P

Suisenshu	.....P+K
Kasenko	.....O+P, P P K
Tenshin-suishuko (From Handstand)	.....P+K
Renchi-chogeki	.....K K
Shasoku-rentyaku	.....O+K+E
Nehan-senkyaku (Laying Down)	.....K
Renshu-haikasho	.....K K, O+P
Rasen-suichu (Fallen Opponent)	.....O+P

### THROWS

Suino-tenshinchu	.....P+G
------------------	----------

Toshu-richu	.....O+P+G
Kanshori (Back Throw)	.....P+G
Tenshin-soko	.....O+P+G

### OOOGES

Tenitoritsu	.....OOOOO
Zabantsu	.....OO
Gyoinsu	.....O+P+K+G
Oshin	.....OOOOO
Chubushin	.....O+P+K



## Lau Chan

### SPECIAL MOVES

Shajo-sho	○+P
Junho-chusho	○○ P
Syaka-sho	○+P
Senpu-ga	.K+G
Soken-senputal	.P P K
Renkan-tenshinkyaku	.P P P K
Taito-risenkyaku	.K
Kokyaku-haiten	○+K
Kuko-kyaku	○+K+G
Toku-kosenkyaku	○+K
Renkan-tenshin-sokyaku	.P P P, ○+K

Toku-shasho	○+P
Rekka-kosenkyaku	○+K
Koryu-tenshinkyaku	○○○○○
	K+G
Enshisho	○○○ P
Soko-reppa	○+P+K
Enjin-senpukyaku	○○, K+G
Tenshin-risenkyaku	○+K, K
Renshu-senpuga	.K, K
Rensen-sokyaku	○+K, K
Hien-tenshinsho	○○ P
Hien-senpukyaku	○○ P K+G

### THROWS

Tenshin-hainsho	○○ P+G
Ryushu-kato	○○ P+G
Ryusya-senten	○+P+G
Raishin-nyurin	○+P+G
Daichi-toshu	○○ P+G



## Sarah Bryant

### SPECIAL MOVES

Snap back knuckle	○+P
Double kick	○+K
Tornado kick	○+K+G
Double spin kick	○, ○+K, K
Illusion kick	○+K, K
Step around kick	○+K+G
Dash knee	○○ K
Spin kick	.K+G
Side hook kick	○+K+G
Somersault kick	○+K
Rising knee	○, ○+K
Jack knife side kick	○+K, K

Double joint butt	○+P, K
Combo rising knee	.P, P, K, K
Combo somersault kick	.P, P, ○+K
Leg slicer	○+K+G
Round kick	○+K+G
Double thrust kick	.K, K
Elbow edge	○+P, ○+P
Dragon cannon	○+K
Spin edge kick	○+K+G
Toe kick jack knife	○+P+K, K
Spin heel sword	○+K+G
Full spin dive	○(○) K
Elbow heel sword	○+P, ○+K

Low spin kick	○+K+G
Double low kick	○+K, K

### DODGES

Moonsault	○+P
-----------	-----

### THROWS

Neck breaker drop	○○ P+G
Lightning knee smash	○+P+G



## Jacky Bryant

### MOVES

Double spin knuckle	○+P, P
Beat knuckle	.P+K
Spinning kick	.K+G
Lightning kick	○+P+K, K
	K K K
Spinning arm kick	○+P, K
Elbow spin kick	○+P, K
Combo elbow spin kick	.P, P, ○+P, K
Dash hammer kick	○○ K
Side hook kick	○+K
Middle spin kick	○○, K+G

Somersault kick	○+K
Slant back knuckle	○+P
Leg slicer	○+K+G
Slant low spin kick	○+P+K
Spinning low spin kick	○+P, ○+K
Spinning kick low spin kick	.K+G, ○+K+G
Lightning straight	○+P, P,
	○+P
Lightning hook	○+P, P P P
Combo back knuckle spin	.P, P, ○+P, K
Elbow knuckle spin kick	○+P+K, P
Combo knuckle spin kick	.K, P, K

Beat and knuckle spin	.P+K, P, K
Spin heel sword	○+K+G
Double middle kick	○+K, K
Double punch knee kick	.P, P, ○+K
Double low kick	○+K, K
Combo knuckle low spin kick	○+P, P,
	○+K
Combo low spin kick	.K, ○+K
Combo knuckle low spin	.K, P, ○+K

### THROWS

Knee Strike	○○○, P+G
-------------	----------



## Wolf Hawkfield

### SPECIAL MOVES

Level back chop	.P+K
Shoulder attack	○○ P
Reverse sledgehammer	○○ P
Flying kneel kick	○○○ K+G
Neck cut kick	.K+G
Saw butt	○+K+G
Front roll kick	○○, K+G
Drop kick	○+K
Low drop	○○ K
Lariat	○+P+K
Double high kick	.K K
Tomahawk flash	○+P+K

Tomahawk chop	○+P
Dragon fish blow	○○ P P
Short shoulder	○○○, P+K

### THROWS

German suplex	.P+G
Steiner's screwdriver	○○○, P+G
Giant swing	○○○○○
P+G	
Body slam	○+P+G
Tiger driver (Opponent crouch)	○+P+K+G
Double arm suplex (OC)	○+P+K+G
Side suplex (OC)	○+P+K+G

Frankensteiner	○+P+G
Catch	○+P+G
Wrist lock throw	○○○○○
	P+G

Arm whip	○○○, P+G
Power bomb (During catch)	.P+G
Change (During catch)	○+P+G

### REVERSALS

Captured Parry (High)	○+P+K
Dragon screw Parry (Mid)	○+P+K



## Akira Yuki

### SPECIAL MOVES

Hachi-monkaido	.....P, P
Rimon-chochu	..... $\odot\odot$ P
Yakuho-chochu	..... $\odot\odot$ P
Yoho	..... $\odot$ , $\odot$ +P
Moko-kohazan	..... $\odot$ , $\odot$ +P
Byakko-soshoda	..... $\odot\odot$ , $\odot$ +P
Doppo-choshitsu	.....K+G, Release G
Migitankyaku	..... $\odot$ , $\odot$ +K
Renkantai	..... $\odot$ , $\odot$ +K, K
Tetsuzanko	..... $\odot\odot$ , $\odot$ +P+K
Kaiko	..... $\odot$ +P+G
Sokutai	..... $\odot$ +K
Gekiho-honko	..... $\odot$ +P+G
Chozan-hosui	..... $\odot\odot$ , P+K
Soka-hosui	..... $\odot$ +P+K
Joho-shosho	..... $\odot\odot$ P
Maho-shoko	..... $\odot$ , $\odot$ +P+K
Dakal	.....P+K+G
Hougekiunshinsoukoshou (After Dakal)	..... $\odot$ , $\odot$ +P+K, $\odot$ +P
Ryusosiki	..... $\odot$ +K+G
Maho-chochu (After Ryusosiki)	..... $\odot$ +P
Tenzanko	..... $\odot\odot$ , P+K+E
Soka-ho (On fallen opponent)	..... $\odot$ +P

### THROWS

Sin'itha	..... $\odot\odot$ , P+G
Yoshi-senrin	..... $\odot\odot$ , P+G
Daiten-hosui	..... $\odot\odot$ , P+G
Sinpo-riko	..... $\odot$ +P+G
Junho-honko	..... $\odot\odot$ , P+G
Daisekkou	.....P+G
Shishi-hogetsu	..... $\odot$ +P+G

### REVERSALS

Gaimon-chochu (High)	..... $\odot$ +P+K
Tan-yokucho (High)	..... $\odot$ +P+K
Haiho-richu (Mid)	..... $\odot$ +P+K
Honshin-tanda (Low)	..... $\odot$ +P+K
Sohakushu (Low)	..... $\odot$ +P+K



## Pai Chan

### SPECIAL MOVES

Rikensui	..... $\odot$ +P
Senchuken	..... $\odot$ +P
Rensen-risenkyaku	..... $\odot$ +K, Release $\odot$ , K
Senpu-ga	.....K+G
Renkan-kotankyaku	.....P, P, P, $\odot$ +K
Hien-rekkyaku	..... $\odot$ +K, K
Renkan-haitenkyaku	.....P, P, P, $\odot$ +K
Renkan-tenshin-sokyaku	.....P, P, P, $\odot$ +K
Renkan-haitenkyaku	.....P, P, P, K
Raigekishou	.....P, P, P
Souken-senputai	.....P, P, K
Renshou	.....P, P
Haitenkyaku	..... $\odot$ +K
Ensei-kosouha	..... $\odot\odot$ +P
Rensenshu	..... $\odot$ +K+G
Enjin-renpukyaku	..... $\odot$ +K+G
Hien-dantai	..... $\odot\odot$ +P, K
Enburenkyaku	..... $\odot$ +K+G
Jouho-chusho	..... $\odot$ +P
Ensei-kosouha	..... $\odot\odot$ +P
Soka-rensuishi	..... $\odot$ +P, P, $\odot$ +P
Koen-haikyaku	.....K, K
Honshin-sokyaku	..... $\odot$ +K+G
Rensen-sokyaku	..... $\odot$ +K, K
Soukashou (On fallen opponent)	..... $\odot$ +P

### THROWS

Toshin-insho	..... $\odot\odot$ , P+G
Senpu-enjin	..... $\odot\odot$ , P+G
Tenchi-toraku	..... $\odot\odot$ , P+G
Seien-kato	..... $\odot\odot$ , P+G
Hien-honko	..... $\odot$ +P+G
Kuretsu-tenho	..... $\odot$ +P+G
Shunen-kento	.....P+G
Ralin-nyurin	..... $\odot$ +P+G
Entu-rinsho (On crouching opponent)	..... $\odot$ +P+K+G

### REVERSALS

Ensen-haiyry (High)	..... $\odot$ +P+K
Kakyaku-senten (Mid)	..... $\odot$ +P+K







# TWISTED METAL 2

SONY CE • PLAYSTATION



## Hidden Character Code

1 Minkon Code - At the car select screen, press L1, Up, Down, Left.  
2 Sweet Tooth - At the car select screen, press Up, L1, Triangle, Right.

## Secret Levels

1-3 These secret levels can only be accessed in Two-player Challenge Mode. Enter the codes at the Level Select Screen.

4 Jet Moto Level ..... Up, Down, Right, R1  
5 Original Rooftop ..... Down, Left, R1, Down  
6 Cybaria ..... Down, Up, L1, R1

## Random Car Select

Press and hold R1 at the vehicle selection screen to randomly choose your ride. Press X while the vehicles are being scrolled through to select a random car.

## Advanced Attacks

Perform these special attacks anytime during gameplay.

Cloaking Device ..... Right, Down, Left, Up  
Freeze Blast ..... Left, Right, Up  
Jump ..... Up, Up, Left  
Mine Attack ..... Right, Left, Down  
Napalm ..... Right, Left, Up

Rear Attack ..... Left, Right, Down  
Rear Freeze ..... Left, Right, Down, Left, Right, Up  
Rear Napalm ..... Left, Right, Down, Right, Left, Up  
Shield ..... Up, Up, Right

## All Level Codes

Enter these codes at the password screen and press START to access the precise level indicated for a particular character.

### AXEL

Moscow ..... X, Triangle, X, X, Space, Space  
Paris ..... Circle, Triangle, Square, Space, Triangle, Space  
Amazonia ..... Triangle, Triangle, Square, Circle, Circle, Space  
New York ..... Space, Triangle, Square, Square, X, Space  
Antarctica ..... X, X, Triangle, Square, Triangle, Circle  
Holland ..... Circle, X, Circle, Triangle, Circle, Circle  
Hong Kong ..... Triangle, X, Circle, X, X, Circle  
Dark Tooth ..... Triangle, Square, Triangle, Square, Space, Square

### GRASSHOPPER

Moscow ..... Triangle, X, Circle, Space, Space, Space  
Paris ..... X, Triangle, Circle, Square, Square, Circle  
Amazonia ..... Space, X, Circle, Circle, Triangle, Circle  
New York ..... Circle, Triangle, X, Circle, Space, Square  
Antarctica ..... X, Square, Square, Circle, Space, Triangle  
Holland ..... Triangle, Triangle, X, Square, Circle, Triangle  
Hong Kong ..... Circle, Square, Square, Circle, X, Triangle  
Dark Tooth ..... X, Space, X, Square, Square, Space

### HAMMERHEAD

Moscow ..... Space, Triangle, X, X, X, Space  
Paris ..... Space, X, Triangle, Square, X, Triangle

Amazonia ..... Triangle, Space, Space, Space, X, Circle  
New York ..... Triangle, Triangle, X, Triangle, X, X  
Antarctica ..... Triangle, X, Triangle, Circle, X, Square  
Holland ..... Triangle, Square, Square, X, Square, Space  
Hong Kong ..... Circle, Triangle, Circle, Square, Square, Triangle  
Dark Tooth ..... Circle, Circle, Circle, Space, Triangle, X

### MR. GRIMM

Moscow ..... Triangle, Triangle, X, X, Circle, Space  
Paris ..... Circle, X, Triangle, Circle, Triangle, X  
Amazonia ..... X, Circle, Circle, Triangle, Triangle, Triangle  
New York ..... Triangle, Space, Space, Circle, X, Circle  
Antarctica ..... Circle, Triangle, X, Triangle, X, Space  
Holland ..... X, X, Triangle, Space, Circle, X  
Hong Kong ..... Space, X, Circle, Triangle, Square, Square  
Dark Tooth ..... Space, Square, Triangle, Circle, Circle, Triangle

### MR. SLAM

Moscow ..... X, X, Triangle, Square, X, Space  
Paris ..... X, Space, Space, Circle, X, Square  
Amazonia ..... Circle, Triangle, Square, Space, Square, X  
New York ..... Triangle, X, Circle, Square, Space, Circle  
Antarctica ..... Triangle, Space, Triangle, Circle, Triangle, Triangle  
Holland ..... Space, Circle, Space, Space, Circle, Space  
Hong Kong ..... Square, Space, Space, Triangle, Space, Triangle  
Dark Tooth ..... Square, Space, Square, Triangle, Circle, X

## OUTLAW 2

<b>Moscow</b> .....	Space, X, Circle, Space, Triangle, Space
<b>Paris</b> .....	Triangle, Triangle, X, Circle, Triangle, Space
<b>Amazonia</b> .....	Triangle, Square, Square, Square, Triangle, Space
<b>New York</b> .....	Circle, X, Triangle, Triangle, Triangle, Space
<b>Antarctica</b> .....	X, Triangle, Circle, X, Triangle, Space
<b>Holland</b> .....	X, Square, Square, Space, Triangle
<b>Hong Kong</b> .....	Space, Triangle, X, Square, X, X
<b>Dark Tooth</b> .....	Space, Circle, X, Space, Triangle, Space

## ROAD KILL

<b>Moscow</b> .....	Circle, X, Triangle, Square, Square, Space
<b>Paris</b> .....	Triangle, Space, Triangle, Space, Space, Circle
<b>Amazonia</b> .....	X, X, Triangle, Circle, Square, Triangle
<b>New York</b> .....	Circle, Space, Space, X, Space, X
<b>Antarctica</b> .....	Space, Triangle, Square, X, Circle, Space
<b>Holland</b> .....	X, Space, Triangle, Triangle, Space, Square
<b>Hong Kong</b> .....	Triangle, Triangle, Square, Triangle, Circle, Triangle
<b>Dark Tooth</b> .....	Triangle, Circle, X, Triangle, Square, X

## SHADOW

<b>Moscow</b> .....	Square, Space, Space, Triangle, Triangle, Space
<b>Paris</b> .....	X, Triangle, X, Square, Circle, Triangle
<b>Amazonia</b> .....	X, X, Circle, Space, Triangle, X
<b>New York</b> .....	X, Space, Space, X, Circle, Square
<b>Antarctica</b> .....	Circle, X, Circle, Circle, X, Circle
<b>Holland</b> .....	Circle, Triangle, Square, Triangle, Square, Space
<b>Hong Kong</b> .....	Circle, Space, Triangle, Space, Square, X
<b>Dark Tooth</b> .....	Circle, Triangle, Space, Triangle, Circle, Space

## SPECTRE

<b>Moscow</b> .....	Circle, Triangle, X, X, Triangle, Space
<b>Paris</b> .....	Space, Triangle, Square, Circle, Circle, X
<b>Amazonia</b> .....	Circle, X, Triangle, Square, Triangle, X
<b>New York</b> .....	Space, X, Circle, X, X, Triangle
<b>Antarctica</b> .....	X, Space, Space, Space, Circle, Triangle
<b>Holland</b> .....	Triangle, Space, Space, Square, X, Square
<b>Hong Kong</b> .....	X, Triangle, X, Triangle, Circle, Square
<b>Dark Tooth</b> .....	X, Circle, Circle, Circle, Space, Triangle

## THUMPER

<b>Moscow</b> .....	Circle, Space, Space, Triangle, X, Space
<b>Paris</b> .....	X, Square, Square, Circle, Circle, Triangle
<b>Amazonia</b> .....	Triangle, X, Circle, Space, Square, Space
<b>New York</b> .....	X, X, Triangle, Triangle, X, Triangle
<b>Antarctica</b> .....	Triangle, Triangle, Square, Space, Space, Space
<b>Holland</b> .....	X, Triangle, X, Space, Square, Triangle
<b>Hong Kong</b> .....	Triangle, Space, Space, Square, Triangle, Space
<b>Dark Tooth</b> .....	Triangle, Space, Square, Square, X, Circle

## TWISTER

<b>Moscow</b> .....	X, Space, Space, Triangle, Circle, Space
<b>Paris</b> .....	Triangle, X, Circle, Circle, X, Triangle
<b>Amazonia</b> .....	Space, Triangle, Square, X, Square, Circle
<b>New York</b> .....	X, Triangle, X, Circle, X, Space
<b>Antarctica</b> .....	Circle, Space, Space, X, Square, Triangle
<b>Holland</b> .....	Space, X, X, Space, Space, Circle
<b>Hong Kong</b> .....	X, X, Triangle, X, Square, Space
<b>Dark Tooth</b> .....	X, Square, Space, Square, Triangle, Circle

## WARTHOG

<b>Moscow</b> .....	Triangle, Space, Space, Triangle, Square, Space
<b>Paris</b> .....	Triangle, Square, Square, Square, X, Square
<b>Amazonia</b> .....	Circle, Square, Square, Circle, X, X
<b>New York</b> .....	X, Square, Square, Space, X, Circle
<b>Antarctica</b> .....	Space, X, Circle, Triangle, Space, Square
<b>Holland</b> .....	Triangle, X, Triangle, Square, Space, X
<b>Hong Kong</b> .....	Circle, X, Triangle, Circle, Space, Circle
<b>Dark Tooth</b> .....	Circle, X, Triangle, Circle, Space, Circle

# PERFECT WEAPON

ASC GAMES • PLAYSTATION

## Level Passwords

Enter these level passwords at the Password Screen to skip ahead in the game.

### START OF LEVELS:

<b>Ice Moon</b> .....	X, Square, X, Square, Square, Circle, Square, Circle
<b>Garden Moon</b> .....	Circle, X, X, Triangle, Circle, Circle, X, Triangle
<b>Forest Moon</b> .....	Circle, Triangle, Square, Circle, Square, Square, Triangle, Triangle
<b>Desert Moon</b> .....	Circle, X, X, X, Triangle, Circle, Triangle, Triangle
<b>Proteus Moon</b> .....	X, X, Square, X, Square, Square, Triangle, Circle

### OVERSEER:

<b>Ice Moon</b> .....	Triangle, Triangle, X, Square, Triangle, Triangle, X, Circle
<b>Garden Moon</b> .....	Circle, Circle, X, Square, X, X, Circle, Triangle
<b>Forest Moon</b> .....	Triangle, Circle, X, X, Triangle, Square, Triangle, Triangle
<b>Desert Moon</b> .....	Circle, X, Circle, Circle, Square, Circle, X, Square
<b>Proteus Moon</b> .....	Square, Circle, X, X, Square, Square, Square, Triangle



# LEGEND OF OASIS

SEGA • SATURN

## Two-player Mode

1-2 Let your friends join in the action with this code.  
While playing, press Z, then press Left-Shoulder  
Button+X. Release both buttons and a clone should  
appear that is playable using the player two controller.





# TOMB RAIDER

EIDOS INTERACTIVE • SATURN

## Level Skip

1-4 Anytime during gameplay, go to the last page of your passport (make sure not to exit your game) and hit the following keys: Z, Y, Z, Y, X, X, X, and then hit the START button. Lara will sigh to signal that the code is initiated and you will advance to the next level when you press C to continue.



# VIRTUA COP 2

SEGA • SATURN

## Last Boss Skip

1-3 At the stage select screen, shoot Stage One's arrow continuously until the time is up. You should go straight to the last boss stage (Stop the Airship Bomb).



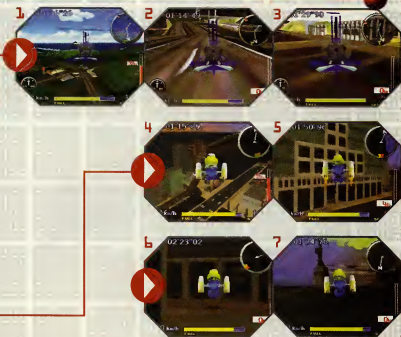
# PILOTWINGS 64

NINTENDO • NINTENDO 64

## Little Stated Tips

1-3 If you're touring Little States Island with the Rocket Belt, stop by somewhere around Atlanta if you're low on fuel. Park near the middle pump at the Gas Station for a refill of gas.

4-7 This teleport location on Little States Island is in mini-San Francisco. Find the skyscraper facing the airport runway and use your Rocket Belt to hover near the ground until you spot an entrance to the tower you can fly through. Now zoom in and pass the N64 logo, turn left, and fly out the other side. Then, turn around and re-enter the building and, when you exit, you'll be in the middle of Manhattan.







# MORTAL KOMBAT TRILOGY

WILLIAMS ENTERTAINMENT • PLAYSTATION

## Configure Code



**1-2** Secret Options Screen - To get to the secret options screen, first go into options and highlight any of the four boxes. Then hold Up+L1+L2+R1+R2 for a couple moments. If the code worked you will hear a boom and the screen will shake. Then the 'P' is selectable.

**3-4** One of the options in the 'P' screen is for one button fatalities. Here are the button configurations to perform the gruesome endings:

HP ..... Brutality  
HK ..... Fatality 1  
LP ..... Pit  
LK ..... Fatality 2  
R1 ..... Friendship  
R2 ..... Animality  
L2 ..... Babality

**5** Play as Classic Characters - At the Character Select Screen, highlight Rayden, Jax, Kano, or Kung Lao and press SELECT. The selected character will then explode and change into his classic version.



# TOMB RAIDER

EIDOS INTERACTIVE • PLAYSTATION

## Weapons Cheat



**1-2** To acquire all the weapons in the game, go to the inventory screen and hit the following buttons: L1, Triangle, R2, L2, L2, R2, Circle, L1. After entering the code, push down once and then up for the weapons to appear.



# STAR GLADIATORS

CAPCOM • PLAYSTATION

## Big Head, Little Head



**1-2** When selecting a character, Press and Hold Right+START+Circle+Square until the round starts to endow your character with a huge head and big feet.

**3** To get Shrunken Head Mode, Press and Hold Left+START+Circle+Square until the round starts.





# NETWORK

## PLUG IN

### WELCOME TO NETWORK

Welcome to this month's Network! This is the only place where the whole **ULTRA Game Players** team can be reached with your questions. You can reach, but don't touch, OK?

We've got letters from just about everywhere and a few that must have come from way out there.

If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below.

**ULTRA GAME PLAYERS**  
150 North Hill Drive  
Brisbane, Ca 94005



CHRIS



MIKE



BILL



PATRICK



ROGER

### Ties that bind

Has SquareSoft cut all ties with Nintendo? One of the reasons I bought an N64 is because of the good ties Nintendo has with Square. Nintendo has always been known for the best RPGs out on the market, and a good part of this credit goes to Square. But now I have been reading reports that Square will no longer make any games for Nintendo and will only focus on its new friends at Sony. The reports I have been reading have not been confirmed true and may only be rumors. What has happened that made Square so mad that they will no longer make games for Nintendo?

Christopher Hung  
Las Vegas, NV

<<<CHRIS>>> Square's problem with Nintendo is mainly the cartridge format. It's very restricting to memory-intensive

RPGs, and that's pretty much all Square does. I talked with Nintendo Executive VP Howard Lincoln at Shoshinkai, and he admitted that there was some tension with Square. Still, I expect them to hook back up with N64 sometime soon.



If you wanna survive, Kris, you'll need to get your own gun for Area 51.

### Bad reputation

Hi there! My parents hate my magazine. Every time I get one, I find it in the trash, or burnt to a crisp. They cancelled my subscription because it's just like a carnival game: you pay lot of money and you don't get crap! But don't worry, I buy your magazine at the grocery store and hide it under my bed. My Dad read your magazine and he said, "Why the hell do you waste your money on this crap? These guys are bad influence on you! Especially that damn Bill!" I wouldn't pay attention to him, though. Thank you for listening to me whine. Adam Ferreira  
Oxnard, CA

<<<BILL>>> No wonder you're a whiner, Adam! You're hiding the wrong kind of magazine under your bed. Try hiding a copy of Nasty Norwegian Nudes (the special Volleyball edition, of course...). Once your folks find that and finally stop screaming at you, good old **ULTRA Game Players** won't seem so bad, will it?

### Tell him, Rog!

I am a loyal PlayStation owner, and I have a few questions:

1. I heard that *Area 51* might be coming with a pack-in gun. Is this true?



The *Resident Evil* movie will star Orson Welles and John Candy as zombies.

2. Do you have any news on *Tekken 3*? Is it going to come out for sure?

3. I heard (from unknown sources) that *Resident Evil* might be made into a movie. Do you know anything at all about this?

4. Is *Warhawk 2* coming out any time soon? Please?

5. When is *Quake* coming out for the Sony PlayStation?

Kris Martin  
AB, Canada

<<<ROGER>>>

1. The Saturn version works with the *Stunner* and the PlayStation version works with *Korami's Enforcer*, but I've heard of no plans for a pack-in gun.

2. Yes, it's in the works — check out our coverage in *Topics*!

3. If games like Super Mario, Street Fighter and Double Dragon can become movies, then anything is possible. The real challenge is making a GOOD movie.

4. Sony isn't talking, but I'd say that if it's done, it should be out by next Christmas, at the earliest.

5. *Quake* for PlayStation should be out in the second half of 1997.



The UGP team: Champagne wishes, caviar dreams, and, oh yeah, maybe we should work on the mag a bit, too...

## CHECK US OUT ONLINE:

### Dynamic Duo

I am a big fan of the PC Engine/Duo. I currently own a Turbo Duo. I am trying to find older Japanese titles for the system. Unfortunately, it is very difficult to find games for the system; even old ones. I am seriously thinking about taking a trip to Japan in the not too distant future. I was wondering if you folks know of any Japanese companies or stores that do business in PC Engine/Duo games. I am even willing to buy them second hand. Do you know of any Japanese companies that do mail order, thus saving me a trip? I look forward to hearing from you.  
Ricky Lopez  
Unlondale, NY

**<<<PATRICK>>>** Well, if you're just looking for an excuse to go to Japan - go for it and yes, there is plenty of Turbo Duo stuff over there (including some racy material - va-va-va-voom!). If you are looking to avoid the trip however, I would suggest doing a search on the Internet. Also try companies such as The Rage (516 467-1679).

### He's a big fan

I own a Sony PlayStation and I rented Quarterback Club '97 because your

Sports section said that it was really good. I took the game back a day later. I don't know why you guys like this game. The way the players run looks stupid and the game is complete crap. The graphics are good, but it seems that's all you guys go by. I want to know if there are updated rosters and if there is a create a player option. I still like your sports section. My questions are:

1. Do you think that the N64 sports games are going to be good or do you think they will be crap, like Super Nintendo's were?
2. Your mag says *Live '97* is coming

out in November, but my local game store says that it is not coming out until the middle of December. Do games come out in the states before they do up here in Canada?  
Brad Woren  
Edmonton, Alberta

**<<<MIKE>>>** If you'd read the review of QBC '97 then you would know that I said the graphics were good but the game was still far from the best available. Anyways, to the questions...

1. If there ever are any real sports games for the N64, I'm sure they will look awesome but I doubt Nintendo is going to have the kind of commitment necessary to make the N64 a top sports system.
2. I'm not sure of the status on Canadian releases, but it seems like it does take a longer time to get a hold of stuff in the Great White North.

### It's a secret

How could Nintendo just throw away the potential capacity of the CD? The N64 is beyond all home consoles, but the limitations of the cartridge format is a serious problem. Even with the 64DD, the storage capacity is not improved to the standard CD format. Just what is Nintendo up to?  
Kevin M. Glass  
Saginaw, MI

### THE WEB SITE:

[HTTP://WWW.ULTRAGP.COM](http://www.ultragp.com)

CHRIS: [chris\\_slate@qm.imagine-inc.com](mailto:chris_slate@qm.imagine-inc.com)

PATRICK: [patrick\\_baggatt@qm.imagine-inc.com](mailto:patrick_baggatt@qm.imagine-inc.com)

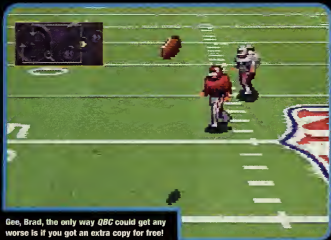
BILL: [bill\\_donohue@qm.imagine-inc.com](mailto:bill_donohue@qm.imagine-inc.com)

ROGER: [roger\\_burchille@qm.imagine-inc.com](mailto:roger_burchille@qm.imagine-inc.com)

MIKE: [mike\\_salmon@qm.imagine-inc.com](mailto:mike_salmon@qm.imagine-inc.com)



1 *NBA Live '97* will be released in Canada just in time for the Millennium! 2 Not only can you write to the 64DD, but it also makes your N64 look a lot taller!



See, Brad, the only way QBC could get any worse is if you got an extra copy for free!

# The Jaded Gamer



Well, gang, I believe I've finally seen it all and, let me tell you, it's not a pretty sight! First person shooters have been with us for quite some time now and, in some ways, I believe they are a necessary evil. I pity the first outer space terrorists from Hell who invade our planet. We'll all just grab our light-guns and blast 'em into the next century! One of these shooters, however, has started what could become a dangerous trend.

I'm talking, of course, about *Disruptor*. Here's a game that not only uses good, old fashioned gunplay to get your point across, but they also expect you to believe that you can use the power of your mind to kill your enemies! This is total crap and I can prove it!

All you need to take the Jaded Gamer's 'All This Psionic Stuff Is Crap!' test are simple items found in every home. Get yourself an older relative or friend, any one of their most treasured possessions and, of course, a baseball bat. Hey, let's not forget plenty of cleared space around your house or apartment, either!

*Able to leap to the wrong conclusions with amazing speed, the Jaded Gamer is positive that the aliens have a secret base, either on the Moon or in New Jersey, which explains why his Konami Justifier is never far away.*

First of all, just hand your friend or relative the baseball bat. Go ahead, you won't need it. Next, take their prized possession and break it. Yes, you heard me right. Just snap that beloved object in two (uh, this step could be a little messy if you're using a pet...). Stomp on it. Laugh gleefully as you kick dirt all over it. Then start running around the house or apartment as fast as you can.

Once you've ducked around a corner and gotten a pretty good lead built up, stop and turn around. Paint an image

## Malicious ramblings from the man who's played it all

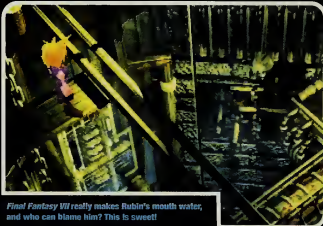
In your mind of a bright green ray emanating from your eyes and cutting your pursuer in two. Concentrate really, really hard on that image. In fact, concentrate so hard on the image that you don't feel it when your friend or relative finally catches you and cracks you upside the head with that baseball bat, because that's exactly what he's gonna do. And exactly what he's gonna do is a damn thing to stop him, did they? Of course not.

Once you come to, get up and start running again. Keep repeating these steps until you realize that you don't have anything close to 'Psionic Power'. I guess you should figure it out in about two or three tries.

So let's have any more of this phony 'powers of the mind' stuff, OK? We need to concentrate on the things that will someday save our planet from the godless alien hordes: accuracy and reloading speed! So break out the lightguns and shine up the controllers, because they're out there, just waiting to plant the alien flag of terror, death and slavery upon our little blue planet.

Remember, watch the skies! Keep watching the skies!!!

1 Fast, accurate gunplay — the only thing an alien understands! . Oh, sure, these 'Psionic Powers' work — ask any alien who just happens to be carrying a baseball bat.



Final Fantasy VII really makes Rubin's mouth water, and who can blame him? This is sweet!

## I'm a gam fan

In issue number 91, on page 155, there is a typo: "Other games like...". You know what a gam is? It's a leg! This guy's talking about legs! He's psychol! One more thing: why don't you have a subject that you write about. I always laughed at Bill's stupid responses. You should do it more. The new *ULTRA Game Players* has more Saturn and PlayStation than other systems. You should cover Super NES and Genesis. Bryan Groesbeck  
West Sacramento, CA

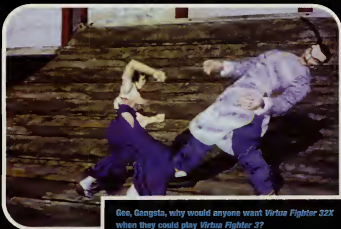
<<ZILL>> Well, Bryan, what can I say except YOU'RE COMPLETELY WRONG!!! Haven't you been reading this magazine lately? Haven't you seen all the nice Japanese lettering scattered around the magazine? What that lettering means is 'games and legs'! That's right, from now on we're not only covering videogames, but legs as well. Does that bother you, Bryan? Maybe you're the type of guy who doesn't appreciate a shapely pair of legs, huh? That's also why we don't cover 16-bit games anymore. In order to make sure that we had plenty of room for our leg coverage, we had to leave those old systems out. Sorry...

## Final Fantasy fiend

I just purchased *Tobal No. 1* and man, do I have to say this game rules. The animation is smooth and the graphics are beautiful. The quest mode is a great feature and it's real challenging. The good thing is that this game came with a demo disk of *Final Fantasy VII*. As soon as I played it, I fell in love with the graphics and music. I mean this game is gorgeous. After beating the furnace, the game was done, but my mouth was watering for more of *Final Fantasy*. This game looks hot. Also, there is a movie clip about another *Final Fantasy* game called *7.7 Tactics*. This game also looks hot. Do you guys have any idea when it will hit the states? Those games made me want to play more. Well, keep up the good work.  
Rubin Medina  
Chicago, IL

<<ROBER>> Final Fantasy Tactics is scheduled for a Spring '97 release in Japan. Six months later is a good general rule of thumb for a U.S. release. Of course, a U.S. release hasn't officially been announced, but if FFVII is a big a hit as I expect, FF Tactics should make it across the ocean.





Geo, Gangsta, why would anyone want Virtua Fighter 32X when they could play Virtua Fighter 3?

## Big bribe

I have a \$500 dollar check and a year's supply of beer. Shut your mouth and stop drooling! Answer these questions:

1. Were any codes made for the 32X's Virtua Fighter? If so, would you tell me, please? (gimme!)
  2. Does Sega Saturn have any kick-ass basketball games coming up?
  3. Will NBA Jam Xtreme hit Saturn?
  4. Can you kick Trent's bifocal-wearin', granola-eatin' butt?
- Gamer Gangsta  
Baltimore, MD

<<<MIKE>>> Offering me beer and money is certainly a way to get noticed, but I'm still not going to search up any codes for you. However, I will answer the other questions as best I can:

1. The best answer I can give you is to send the beer and money to Roger next time. He's the Code Guy.
2. No, the best the Saturn can offer are sub-par games like NBA Action and NBA Live '97.
3. Yes, Acclaim is planning on bringing Xtreme to the Saturn, but not until a few months after the PlayStation version.
4. Yes, but I never hit a man with glasses, which Trent always seems to wear around here.

## Time is money

I am very disappointed in your mag. I'm disappointed in it because it doesn't have many previews for Super NES or Genesis. It mostly has previews for the more expensive systems, like N64, Sega Saturn and PlayStation. I don't have anything against these systems, but some people just don't have enough money for them. Thanks for your time.

Ryan Nutting  
Ashburnham, MA

<<<PATRICK>>> Ryan, your plea is heard loud and clear, and we would love to help you out on this matter except for one very small, but key, fact. THERE ARE NO 16-BIT GAMES BEING MADE ANYMORE. Yes, we know about the one or two token offerings from Nintendo and Sega this year — Donkey Kong 5000 and Vectorman 200, but we simply can't spend much (and, unfortunately, sometimes any) time talking about these filler titles, when there are so many interesting 32- and 64-bit titles to cover. I promise this is not to deny you the coverage of the games you want to know about — we do care, but we don't make the games. We just cover the ones we get. Sorry.

# Fan Site of the month

## Playstation Gamer

<http://home.sn.no/~wchan/>

This month's Fan Site award goes to Playstation Gamer. Based out of Norway (that's a long way from home), Playstation Gamer is one of the best laid out fan sites on the web.

Every week, the site's maintainer puts three headlining features on the site's splash page and, like a good journalist, covers these stories to their fullest. The daily update page tells the reader what's new and provides links to each updated content. Another good feature is the cheats page. New Playstation cheats and FAQs are collected and stored by genre for easy

access. Not only does this make finding the game you're looking for a snap, but it also saves you lots of valuable time (we all know how slow the web is these days). So, if you're looking for a great PlayStation site with excellent content and layout, this is the one for you.



Playstation Gamer is one of the best laid out sites on the entire web!



News is vibrant, as well as informative.



Daily updates are easily accessible via links.



A variety of links to other PSX sites are also available on PS Gamer.



PS Gamer's PSX feature is very revealing — a really great read.

## SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL and let us check it out for ourselves. If we feel that its creator has gone above and beyond the call of duty, we'll feature the page in a future issue!

1- Check out the beautiful Final Fantasy VII screens that are offered up by the Playstation Gamer site!



## Ask The Industry

Dear Psynosis,

Now that Sony has finally decided to hold onto its prized developer, I'd like to know what kind of plans Psynosis has for other systems. Will you guys still make Saturn conversions of your PlayStation games? How about the N64? And are you working on any original content for any systems besides the PlayStation? What's up?

**You ask the questions, the experts answer.**

There's plenty of non-PlayStation owners that want a piece of the only good games the system has (which are all made by Psynosis, in my humble, but completely accurate, opinion).

Spike MacReady (The original Mac Daddy)  
Des Moines, Iowa

**Psynosis' response:**

*Psynosis will continue to be a multi-platform developer, and one of our major priorities this year is using new technology like 3D accelerator cards to bring outstanding versions of games like Wipeout XL and Formula 1 to the PC. We also have games like Ecstasia 2, which are*

*exclusive and native to the PC, and we have signed deals with a number of accelerator card manufacturers to bundle software with their product.*

*As far as consoles go, we have many PlayStation games in development, so there is no need to be concerned that we're*

*abandoning that format. Games like Codename: Tenka are*

*pulling plenty of new tricks out of the hardware. And in the longer term, we have a few games that have been developed under deep cover for a while, like G-Police and a few others. Psynosis will continue to bring its games to Saturn with many future releases planned, though we will not be publishing these titles ourselves, which explains why we're a little quiet on the subject. As for other platforms, we'll be keeping our options open. We are not currently a license holder for Nintendo 64 and there are a number of questions that would raise. Don't rule out anything for Psynosis in '97 — whether it's PlayStation, PC, new platforms, or online activity. There's an entire world of possibilities out there.*

Mark Day,  
Public Relations,  
Psynosis

## ASK THE BIG BOYS!

*Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.*

1-2 Watch for Wipeout XL and Formula 1 to appear on a PC near you, courtesy of a 3D graphics accelerator card.



*Mother 3 continues the epic saga that started way back in the old NES 8-bit days, Chris.*

## Sweet sanity

Hi. I like your mag. It's a great topping for pizza and it makes a great salad. I have a few questions:

**1.** How many people that work in the ULTRA Game Players office are escaped from mental hospitals?

**2.** Who the hell is this Trent guy, who's in some issues, but not in others?

The Guy on the Quaker Oatmeal Box  
Carbonear, NFD, Canada

<<<BILL>>> Gosh, I guess our little secret is out! OK, everyone, stop working on the magazine. We all gotta go back to the Rubber Room now. Way to go, Guy. Oh well, at least we'll see Trent again...

## Earth first

I have some questions for anyone at UGP who knows the answers:

**1.** The first time I heard about Earth Bound for Super NES, I heard that it was the American version of a Japanese game, Mother Brain 2. Was there an original Mother Brain that could have been turned into an American game?

**2.** Is there going to be a sequel to Earth Bound? And if so, when will it

come out?

**3.** Are there any secret items or secret characters in Earth Bound that you can tell me about?

Chris Rickard  
East Norwich, NY

<<<CHRIS>>> Well Chris (nice first name, by the way), Earth Bound is indeed the name for Mother 2 (not Mother Brain) for the Super Famicom in Japan. The series started back on the original 8-bit Famicom (NES), but nothing was ever brought over to our side of the Pacific. Clips of Mother 3 were shown recently at the Shoshinkai show, which is rumored to be in development for the 64DD. Since Nintendo will probably be looking to put together as big a US library as possible for the add-on, there's a good chance that we'll see it here.



*While this look likes abnormal behavior, there's no reason to be alarmed, Guy. It's just Bill's Antler Dance.*



We're big enough to admit it.... We Rock!

# Game Cave



## RAGE RACER

THE REIGNING KING OF RACERS!  
THIS SEQUEL PACKS A WALLOP!  
AND THE IMPORT'S AVAILABLE NOW!

Rage Racer Import  
PlayStation With  
NeGcon Control Pad  
a \$140 Value



**\$119.95**



## FIGHTERS MEGA MIX

AM2'S CHARACTERS MEET FACE-TO-FACE IN  
THE ULTIMATE SATURN FIGHTER!

Fighters Mega Mix  
Import SS With Virtua  
Fighter 2 Music CD a  
\$104 Value



**\$83.95**

## Import N64 (Call for prices)

Hexen  
StarFox 64 (March)  
Wild Choppers (March)  
Pro Stadium Baseball  
Blade & Barrel

## Domestic N64 (Suggested Retail)

Doom 64 (Feb-March)  
Blast Dozer (Feb)  
Killer Instinct Gold  
NBA Hangtime  
Star Wars: Shadows Of The Empire

## Import PlayStation (\$64.95 - \$74.95)

Ranma 1/2 Renaissance  
Soul Edge  
All Japan Pro Wrestling 2  
Import Saturn (\$59.95 - \$74.95)  
Shining the Holy Ark (RPG)  
Airs Adventure (RPG)  
Enemy Zero (Adv)  
Sailor Moon Super S



## TUROK: DINOSAUR HUNTER

Enter a prehistoric  
world where time  
travel is a reality!

Available Feb/March  
Suggested Retail

Get Turok: Dinosaur Hunter and a Limited  
Turok Poster for one low price

## FREE OFFER! Join The Game Cave Club!

Just fill out the form below, mail it in and receive...

- \$10 Off Mail-In Coupon (towards next purchase)
- Game Cave Catalog
- Much, Much More

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_

State \_\_\_\_\_ Zip \_\_\_\_\_

Age \_\_\_\_\_ Phone # \_\_\_\_\_

Mail completed form to Game Cave 421 E. Huntington  
Dr. Monrovia, CA 91016 **GP0003**

Sequel to Squaresoft's amazing classic,  
which will never see a US release.



## SECRET OF MANA 3

**\$129.95**

Secret Of Mana 3 Super Famicom  
and Music CD, a \$150 Value

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES  
QUANTITIES ARE LIMITED. ARTWORK COPYRIGHT THEIR RESPECTIVE  
COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATION AND  
SATURN GAMES ARE NOT COMPATIBLE WITH HOME SYSTEMS. CALL  
FOR INFO SHIPPING AND HANDLING ARE EXTRA CALL FOR CURRENT  
PRICES. PRICES AND RELEASE DATES SUBJECT TO CHANGE

Toll Free - Orders Only - Please - All other inquiries: 818/930-0060

# 888/Game-Cave

888/426-3228



Game Cave 421 E. Huntington Dr., Monrovia, CA 91016. Phone 818/930-0060 Fax 818/930-0645

## PLAYSTATION

## PLAYSTATION

**SNES**

## SATURN

## GENESIS


[illegible][illegible][illegible][illegible][illegible][illegible][illegible]

Black Dawn	\$69.96
Black Chamber	\$59.95
Black Sabbath: Myrath	\$59.95
Brainhead 13	\$61.24
Burn: Cycle	\$49.95
California	\$59.95
Command & Conquer	\$59.95
Crimo Patrol	\$49.95
Cybered	\$29.99
Dad's Army	\$59.95
Durkett	\$51.40
Demon Of Darkness	\$49.98
Dragon's Lair	\$59.95
Die Hard Trilogy	\$29.40
Dragon's Lair 2	\$61.04
Dragonheart	\$59.95
Dragonheart: Backstabber	\$59.90
Full Challenge	\$49.98
Fighting Vipers	\$47.95
Full Throttle	\$59.95
Grand Slam '97	\$29.40
Grand Theft Auto	\$61.90
Gun Runner	\$49.95
Hard	\$47.97
Incubable Hulk	\$39.99
Japan	\$51.40
Johnny	\$47.95
John Madden '97	\$24.44
Legacy Of Kain	\$59.90
Lord Of The Rings	\$32.42
MLBPA: Bottom Of	
The Ninth	\$47.95
Monkey Head	\$59.95
Mass Destruction	\$59.90
Mountain Storm	\$29.95
Mutant Master 1 & 2 Duo	\$34.28
Night Confessions	\$59.95

[illegible]

Mortal Kombat 2	\$33/39
Mortal Kombat 3	\$32/30
NBA All-Star Hockey	\$45/39
NBA Action '94	\$21/14
NBA Action '95	\$21/14
NBA Jam	\$33/39
NBA Jam 2	\$33/39
NBA Live '95	\$34/35
NBA Live '97	\$36/42
NFL Quarterback Club '96	\$32/15
NFL '97	\$30/17
NHL '94	\$31/15
NHL Hockey '93	\$32/17
Primal Rage	\$71/74
Primal Rage 2	\$69/74
Prince Of Persia 2	\$44/32
Racer	\$45/38
Road Rash	\$45/38
Somerset Showdown	\$50/28
Star Wars	\$69/78
Star Wars: The Force Unleashed	\$69/78
Sonic 3D Blast	\$28/28
Sonic The Hedgehog 2	\$28/28
Sonic The Hedgehog 3	\$28/28
Sonic 3D Blast	\$28/28
Super Street Fighter II	\$51/18
TMT Tournament Fight	\$55/16
Tekken Super Hockey	\$55/16
Tekken Super Hockey 2	\$55/16
Time Lord	\$33/16
True Tennis Baseball	\$33/16
Toy Story	\$61/42
Triple Play '90	\$55/42
Triple Play '93	\$55/42

Williams Arcade's G.I.	\$5,000
World Series Baseball	\$500
World Series Baseball II	\$49.95
World Series Baseball III	\$50.00
X-Men 2: Clone Wars	\$49.95

Nintendo 64 Controllers	\$17
Academy Flash Stick Controller	\$45
Cleerlink Kit	\$15
Controller - Black	\$15
Controller - Blue	\$34
Controller - Gray	\$34
Controller - Green	\$34
Controller - Red	\$34
Controller - Yellow	\$34
Expansion Cable	\$15
Flight Stick for N64 Controller	\$35
Memory Card Plus	\$20
RFU Adapter	\$34
Shooting Gun Controller	\$34
Game's USA	\$34
Gravitar II	\$34
M.J. King	\$34
NBA Hitting	\$34
Pinball's II	\$34
Robobird Academy	\$34
Super Mario 64	\$34
Wipe Race II	\$34

**Allen Trilogy**  
SATURN  
\$52

4

PlayStation  
Crash Bandicoot  
PLAYSTATION  
\$51

SEGA  
SATURN  
Nighty

**MAKE YOUR OWN FORM!** On a blank piece of paper write your full name, address, phone #, what you would like to order & any substitute items in case of out of stock or discontinued items. Please include shipping & handling charges as follows: U.S. game orders \$6 - U.S. System Orders \$20 - Foreign game orders \$15 - Foreign system orders \$30. Overnight shipping is also available, please call for details. All personal checks and money orders are held for 2 weeks due to processing time. Send orders to: **Crave • P.O. Box 26370 Dept. 501 • St. Louis Park, MN 55426**

Please allow 4-6 weeks on out of stock items. All prices and release dates are subject to change. If you have any questions, please call.

PHONE: (612) 942-9920 FAX: (612) 942-5341 EMAIL: [CRAVEYR@aol.com](mailto:CRAVEYR@aol.com) • OPEN M-SAT 9A-5P SUN 10-7



**1-900-PRO HINT** (1-900-776-4468)  
 SNES•SEGA•SEGA CD•3DO•SATURN•PSX•ONLY 99¢ A MINUTE  
**HINTS HOTLINE**  
 LATEST CODES • BREAK-IN TRICKS • HINTS FOR "D" & "FINAL FANTASY III"  
 MUST BE 18 YEARS OF AGE OR HAVE PARENTS PERMISSION

100

# NEXT MONTH

## DON'T Hold Yer Breath

We're not trying to scare anyone and we certainly don't want anyone to do anything desperate, but it looks like there may not be an **ULTRA Game Players** magazine next month. Wait! Don't Jump! We said maybe and the reason for that is we're getting in a copy of *Mario Kart 64*! Look at it this way, if you were us (and we know you wish you were) and a brand new copy of a truly fantastic racing game came in for the N64, what would you do? Write copy or PLAY THE GAME? Edit pages or PLAY THE GAME? Answer the phone or PLAY THE GAME? Well, as you've probably guessed by now, we're PLAYING THE GAME! So, what with everyone getting in line and fighting over controllers, we just might not get the mag done next month, but if we do, we'll give you the entire scoop on this hot new N64 title! So, until next month, pray that we all get a turn, OK?



### PLUS

Plus, don't forget all the great reviews, previews, codes, news stories and more that come in every action-packed issue of **ULTRA Game Players!**

**Issue 95 on sale February 25th!**

Published in the United States of America. **ULTRA Game Players** (ISSN 1091-1693) (USPS 006-207) is published monthly except semi-monthly in December by Imagine Publishing, Inc., 150 North 1st Drive, Brea, CA 92606. Periodicals postage paid in Brea, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 issues) U.S. \$24.99. Canadian \$44.95. Canadian price includes postage and GST (GST #R123045678). CND Net Inc. Mail #1781142. Outside the U.S. and Canada, add \$2 per issue. **POSTMASTER:** Send address changes to **ULTRA Game Players**, P.O. Box 90117, Brea, CA 92609-0117. Entire contents copyright 1994, Imagine Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is strictly prohibited — Imagine Publishing, Inc. is not affiliated with the companies or products covered in **ULTRA Game Players**. Please do not photocopy, when you pour a bunch of oil on a table and then look at it really closely for a long time, all the little promises begin to look like little, tiny promises? Well, when you do this, do any of you start hearing the phrase from Star Trek: Next Generation? I don't do this, but I remember it enough and there it is. All letters received are assumed to be for publication unless notified otherwise. We reserve the right to edit such letters for reasons of space or clarity.



Standard Mail enclosed in the following address: **ALM232J28**

Rate Rate  
U.S. Postage Paid South Florida  
Facility Permit No. 177





With Nintendo 64, you get 360° of total control. With Super Mario Kart 64, you lose it. It's a 4-player free-4-all that breaks every law in the book.



# RULES OF THE ROAD

STOP

PASS  
WITH  
CARE



4-Players



AOL@keyword:NDA www.nintendo.com

©1996 Nintendo of America Inc. TM and ® are trademarks of Nintendo of America Inc.





**DINOSAUR HUNTING SEASON OPENS MARCH '97**



Turok Dinosaur Hunter © 1997 Acclaim Entertainment, Inc. TUROK™ & © 1997, GBPC, a subsidiary of Golden Books Family Entertainment. All rights reserved. All other character names and the distinct Monoceros Design and logos are trademarks of Acclaim, Canada, Inc. All rights reserved. Nintendo 64 and 3-D "N" logo are trademarks of Nintendo of America, Inc. © 1996 Nintendo of America, Inc. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. © & © 1997 Acclaim Entertainment, Inc. All rights reserved.

**Acclaim**  
entertainment, inc.  
[www.acclaimn64.com](http://www.acclaimn64.com)

# RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity,  
please visit us at [www.retromags.com](http://www.retromags.com).

No profit is made from these scans, nor do we offer anything  
available from the publishers themselves.

If you come across anyone selling releases from  
this site, please do not support them and do let us know.

Thank you!

